KOEI

Nobunaga's Ambition® II

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WELCOME...

In NOBUNAGA'S AMBITION II, you embark on an epic quest to unify Japan. As a *Daimyo* (warlord) vying for power and territory, you'll command vast armies of *Samurai* (warriors); defend yourself against ninja assassins; lay siege against mighty fortresses; negotiate alliances; and confront your enemies in deadly combat.

But in order to conquer Japan, you must be vigilant with internal affairs as well as in war. To keep your vassals content, and thus avoid being overthrown, you'll reclaim farmland, build water works, expand towns and attract merchants. And when emergencies such as typhoons, epidemics or famine arise, you'll have to react quickly to rescue your people, or face their rebellion!

NOBUNAGA'S AMBITION II was a tremendous hit in Japan, selling over half a million copies. An expanded and enhanced version of our NOBUNAGA'S AMBITION, it features over 400 historically-based characters, each with different abilities and traits; a variety of realistic attack strategies such as Siege, Charge and Ambush; the opportunity to outwit your enemies through diplomacy and espionage as well as through battle; and the chance to select worthy successors upon the untimely demise of your Daimyo.

NOBUNAGA'S AMBITION II offers you an unforgettable entertainment experience as you become part of the most violent period the Japanese people have ever known. Enjoy and good luck!

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*WHAT IS A SIMULATION GAME?

A computer simulation makes a model of real life events, past or present. As computer capabilities expand, people in every field find practical applications for simulations. In the game world, game developers have used the advancing technology to create realistic war games (war simulations), management games (business simulations) and airplane piloting games (flight simulations).

KOEI's war simulation games challenge one's management and development abilities while incorporating the essential elements of war strategy. The games are historically accurate, but because you play the hero, you can change the outcome and explore the realms of "What if" history.

In order to maintain control of your territory, you must inspire loyalty in your people. To conquer other Fiefs, you must employ effective war strategies. If you put all your strength into fighting wars, your people may overthrow you, and if you are preoccupied with internal affairs, you will miss the chance to expand your territory. To be a true statesman, you must handle domestic affairs, diplomacy and war with equal precision.

Every situation in the game has many "right" answers, so feel free to solve problems creatively. In fact, a rigid attitude will harm you: you must be able to change quickly between decisiveness, expressiveness, flexibility or action. You can't falter when crisis occurs: your people depend on you. In the game's small universe, as in real life, training is as important as natural ability. You can enjoy KOEI's war simulation games, and at the same time, use them as tools for self-development.

I. BEFORE STARTING THE GAME

1. GAME OUTLINE

The simulation game NOBUNAGA'S AMBITION II takes place during Japan's Civil War Period (16th century A.D.). When you start the game, you become one of the power-hungry *Daimyos* (warlords) who in those days ruled divided Japan. You attempt to enrich your Fief through service and increase your influence through war and diplomacy in order to attain your ultimate goal, the unification of Japan.

As this is the most turbulent period in Japan's history, your road to success will not be smooth. Rebellions will rise up. Epidemics, typhoons and other disasters will plague you. Headstrong *Samurai* (warriors) will defy you. And other Daimyos will freely plot against you in order to steal your territory. Your mission is to overcome these obstacles and conquer all of Japan.

(1) Scenarios

NOBUNAGA'S AMBITION II includes two scenarios:

Scenario 1 : Warlord Rivalry

The game begins in 1560 A.D. Influential Daimyos emerge throughout the land, carving Japan into many independent provinces. This is the heyday of such charismatic leaders as Takeda Shingen, Uesugi Kenshin, Hojo Ujiyasu and Mori Motonari. (All names appear in the Japanese order: family name first, given name second.) Although Nobunaga has succeeded in uniting the Fief of Owari, he is far from controlling the rest of Japan.

Scenario 2: Nobunaga's Ambition

When the game begins in the year 1582, Nobunaga has already seized Kinki, the middle section of Japan, and is steadily increasing his influence in order to unify the entire country. However, strong champions such as Takeda Katsuyori and Hojo Ujimasa in the east, and Mori Terumoto and Chosokabe Motochika in the west threaten Nobunaga's borders. Furthermore, Nobunaga's staunch ally Tokugawa Ieyasu harbors his own desire to rule the country. Nobunaga's victory depends on how well he uses the capable armies of Hashiba Hideyoshi, Akechi Mitsuhide, and Shibata Katsuie. If you choose to play a Daimyo other than Nobunaga, his powerful influence will work against you.

Both scenarios accommodate up to four players. Because there are 28 Daimyos in Scenario 1, and 10 Daimyos in Scenario 2, you can play many different games within the same scenario, depending on which Daimyo you select.

(2) Notes on Hardware Compatibility

This game will only operate on the types of computers specified on the package. Make sure you have an extra floppy disk before you begin to play. Because of the

length and involvement of the game, you will probably want to save a game mid-play.

2. GAME VICTORY OR DEFEAT

(1) Victory

In scenarios 1 and 2, when you have successfully conquered all the Fiefs and unified the country, you win.

(2) Defeat

Your chosen Daimyo may die in battle or of natural causes before his aims are accomplished. In this case, if the Daimyo still has territory and Samurai, you can select a successor from among the Daimyo's followers and continue play. For example, if Nobunaga dies, you can pass on his empire to Hashiba Hideyoshi or another Samurai (see Part III, section 9). If you have no other Samurai, you lose your territories and the game. You may choose a successor twice. When your third leader dies, you lose the game.

*In games involving two or more players, play continues until all players have lost.

II. STARTING, INTERRUPTING AND ENDING THE GAME

(See your *USER REFERENCE CARD* to learn how to load NOBUNAGA'S AMBITION II.)

1. GAME SCENARIO SETUP

Before starting the actual game, you must choose various scenario conditions. The directions for setting conditions appear on the screen, but to fully understand what the conditions mean, read the following explanation before starting play.

(1) Making a Save Disk

When you first start the game, the following menu appears:

1. Begin a new game
2. Load a saved game
3. Create a save disk

What do you want to do?

The first time you play, please select 3. *Create a save disk*. Because NOBUNAGA'S AMBITION II is not a game you can finish in a few hours, you need to make a save disk so you can interrupt a game mid-play. When you choose option 3, the following message appears: "Insert save disk in drive B and

hit RETURN." When you see this message, remove Disk B from drive B, insert a new disk and push RETURN. (You can use any disk for a save disk as long as it's not write-protected and you don't mind having its previous contents erased.)
Once the save disk is made, return Disk B to drive B and hit any key, as indicated in the onscreen instructions. The original menu will appear.
If you are playing from your hard drive, also choose 3. *Create a Save Disk* so that you can save your games. Games will be saved on your hard drive so that no extra save disk is necessary.
Now, by using the Command **OTHER**, Option**<Quit>**, you can save up to five games on the save disk. (To learn how to reload a saved game, see (2) of part 3 of this section.)

(2) Selecting a Scenario

After you've made a save disk, please select 1. Begin a new game from the original menu. The next menu will appear:

1. WARLORD RIVALRY (1560 AD)
2. NOBUNAGA'S AMBITION (1582 AD)
Which scenario (1-2) ?

To choose a scenario, hit the appropriate number key, then RETURN.

(3) Choosing Number of Players

The next computer prompt asks, "How many players (0-4)?" If you choose 0, you can watch the computer play itself. To choose the number of players, hit the appropriate number key, then RETURN.

(4) Selecting a Daimyo

Next you must choose which Daimyo you wish to play. From the computer map, enter the number of your chosen Fief, then hit RETURN. At first, only the Kanto plain (central Japan) appears on the computer screen. To see the southern portion of Japan, hit RETURN. Once you have chosen a Fief, the name of that Fief's Daimyo appears. If you are satisfied with your choice, press *Y*. If not, press *N* and the computer will return to the map of Japan and allow you to choose a different Fief.

(5) Changing the Daimyo's Name

At this point, the computer asks, "Do you want to change your name (Y/N)?" If you enter *Y*, you can change your Daimyo's family name to whatever you like. (Remember that the names are presented in Japanese style: family name, then given name.) In other words, if your chosen Daimyo is Oda Nobunaga, you can change the family name and make his name Bob or Sushi Nobunaga (you can't change his given name). To change your Daimyo's name, please follow the instructions below:

1. When the computer asks, "Do you want to change your name (Y/N)?", answer *Y*. The following screen appears:

Please enter new name. (ESC: stop)
New name:

Using up to 10 letters, without any spaces or punctuation, type in desired name. Use DELETE to make corrections. When you are finished, hit RETURN.
2. Once you have entered your new name, the computer will ask, "Is this all right (Y/N)?" If yes, the computer will continue to the next screen. If no, the computer will return to the name change screen.
3. To cancel name change in mid-process, hit ESC. The computer will prompt, "Interrupt name change (Y/N)?" If yes, the computer will register the Daimyo's original name and continue to the next screen. If no, the computer will return to the name change screen. You cannot change your Daimyo's name again once you've started the game.

(6) Determining Daimyo's Abilities

Once all players have chosen a Daimyo, they must each establish their Daimyo's leadership abilities. The four variable abilities are: Politics, War, Charisma and Ambition. To understand the significance of these abilities, see Part II, section 4. The abilities' respective numerical values change randomly on the screen; set the

values by hitting RETURN. Once you have set the four abilities' numerical values, the computer will ask, "Is this all right (Y/N)?" If yes, the values will be set. If no, the computer will revert to generating random values; reset the ability levels by hitting RETURN. The higher your Daimyo's ability values the better, so set them carefully.
**Note:* Fief strength and Daimyo ages are pre-determined and cannot be changed.

(7) Setting Game Level

Next, choose game level (1-5). The higher the number, the harder the game becomes, so beginners should choose level 1.

(8) View Wars Between Other Fiefs?

Finally, the computer will ask, "Would you like to watch other fiefs' wars (Y/N)?" If yes, all wars will be played out on the screen. If no, wars in which you are not involved will be settled automatically, with only the outcome appearing on the screen. Once you have started playing, you can turn the HEX Wars on or off using Command **OTHER**, Option **<HEX battle>**.
Now the computer will ask, "Is this all right (Y/N)?" If yes, the game will begin. if no, the computer will ask to what part of the scenario setup you would like to return. Please hit the appropriate number key, then RETURN.

2. INTERRUPTING AND RESUMING THE GAME

(1) Interrupting the Game

As conquering all of Japan is not an easy task, it may take a week, or even several months, to complete a game of NOBUNAGA'S AMBITION II. In order to interrupt your game mid-play without losing important data, follow the procedure below.

1. To interrupt the game, use the Command **OTHER**, Option **<Quit>**. The computer will ask, "Do you want to save this game (Y/N)?" If you want to continue playing this game at a later time, make sure you press *Y*.
2. Following onscreen instructions, remove Disk B from drive B, insert save disk (prepared earlier) in drive B, and hit RETURN.
3. When the computer asks, "What number do you want to save on (1-5)?", hit the appropriate number key, then RETURN. You can save five games on one save disk. For instance, if you're playing Oda Nobunaga in Scenario 1, you can save the conditions of June, 1560 on 1. Then, if you continue playing that same game, you can save the conditions of January, 1562 on 2. Then you can save the conditions of May, August, and November, 1562, respectively, on 3, 4 and 5. If you advance the game and decide that you no longer need the data on 1, you can save the conditions of April, 1563 over the previous data. Of course, you can use the same disk to save games in which you played a different Daimyo. Note that

when you save data to a number, all previous data on that number is erased.
4. When the disk drive is finished saving the data, return Disk B to drive B and hit any key, as indicated by the onscreen instructions.
5. Now when the computer asks, "Do you want to quit playing (Y/N)?" hit *Y*. If you hit *N*, the computer will return to the game.

(2) Resuming the Game

To reopen a saved game, follow the procedure below:

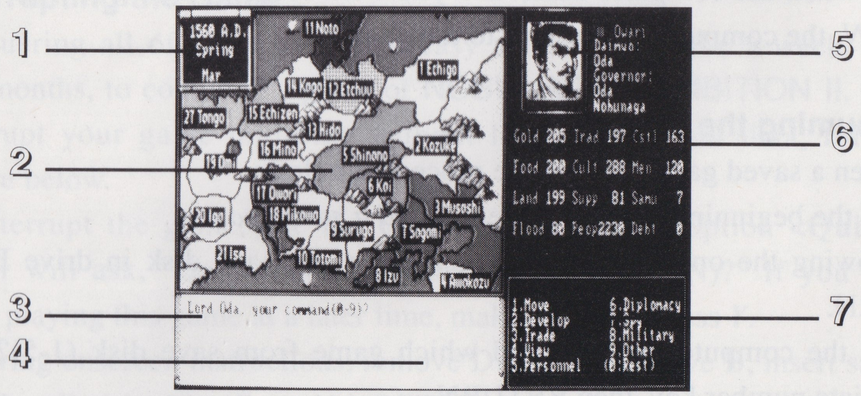
1. From the beginning menu choose *2. Load a saved game*.
2. Following the onscreen instructions, insert the save disk in drive B and hit RETURN.
3. When the computer asks, "Load which game from save disk (1-5)?" hit the appropriate number key, then RETURN.
4. The disk drive will load the appropriate game. Following onscreen instructions, return Disk B to drive B, then hit any key. The saved game will begin.

3. IF YOU LOSE THE GAME

If you lose the game, the ending demo will play. If you hit RETURN during the ending demo, the Scenario Setup screen will reappear, and you can start a new game. Otherwise, the game ends.

III. BASIC GAME

1. MAIN DISPLAY



1 - Present year, season and month.

2 -Map of the territory you command and its surrounding region. *Use the function keys to move map and view other regions (see p. 056).*

3 -Game-advancing messages.

4 -Command execution and outbreak event animation screens. You can turn animation on or off using Command **OTHER**, Option **<Animation>**.

5 -Daimyo's or Governor's face.

6 -Fief conditions or Samurai's messages.

7 -Command or sub-command choices. Also, when you have a Samurai execute

certain commands, his name will appear here or in area 6.

2. GAME FLOW

Now that you understand how to start the game, you can begin playing. This section explains basic game flow.

(1) Passage of Time During the Game

In NOBUNAGA'S AMBITION II, one year is divided into 12 months. You are allowed one turn per month. The months are grouped by season: *Spring* (March - May), *Summer* (June - August), *Fall* (September - November) and *Winter* (December - February). Various events occur seasonally. The first year begins in March (Spring). In March of each year, all Samurai age by one year.

Scenario 1 begins in March 1560, and Scenario 2 begins in March 1582.

All wars must be settled within one month, but time passes differently in Siege warfare than in Field warfare. In Siege warfare, you are allowed only one turn (one round of commands) per day. In Field warfare, because each day is divided into morning, afternoon and night, you receive three turns per day.

(2) Regular Events

Certain events occur every year or every month. These events are listed below.

Details on each will be explained later in this section.

[1] Yearly Occurrences

* All Samurai age one year. (March)
* Samurai are paid their stipends. (March and September)
* Population grows. (March)
* Daimyo collects Gold (Tax) and Food (Tribute). (March and September)
* Moneylender collects on Daimyo's Debts. (March)

[2] Monthly Occurrences

* Body Points (ability to act) increase.
* Market prices for Food, Arms and the Iinterest Rate fluctuate.
* Computer executes moves for all Fiefs not controlled by a player

(3) Outbreak Events

Certain events may suddenly occur at the beginning of a month.

[1] Events That Occur Independent of Season

* Ronin move or ask to be recruited by the Daimyo.
* Uprisings occur.
* Civil war breaks out.
* Epidemics spread.

[2] Events Limited to a Certain Season or Month

* Typhoons strike. (Summer)
* Bad luck (famine) prevails. (September)
* Abundant harvests occur. (September)

(4) HEX War

Either a player or the computer can initiate a war between two Fiefs. If the player's Fief is involved in a war, either as attacker or defender, the computer switches to the HEX War display. The HEX War display also appears when Civil War occurs in the player's Fief.

For a detailed explanation of HEX War, see Part V. War. For now, simply note that there are two types of warfare: Field and Siege.

3. EXPLANATION OF REGULAR AND OUTBREAK EVENTS

(1) All Samurai Age by One Year (every March)

In both scenarios, all Samurai become one year older each March. At this time, Samurai who have lived out their life span die, and Samurai who have come of age join their Daimyo's forces.

(2) Samurai Are Paid Their Stipends (every March and September)

In proportion to the number of Soldiers he maintains, a Samurai is paid Gold in the Spring and given Food in the Fall. The payment amount equals approximately 20-30% of the number of Soldiers. If the stipend is paid, the Loyalty of all that Fief's Samurai will increase, but if there is not enough Gold or Food to make the proper payment, the Samurai's Loyalty will decrease.

(3) Population Grows (every March)
Every year, each Fief's Population grows by 2%.

(4) Daimyo Collects Tax and Tribute (every March and September)
In March, you will be asked to set your Fief's yearly Tax rate (Gold). In September, you will be asked to set that year's Tribute rate (Food). Choose a rate between 1-100%. The Popular Support (loyalty toward the Daimyo) changes according to the Tax (or Tribute) rate. The standard rate for Tax and Tribute is 40-45%. The amount of Tax collected in a Fief depends on Trade, Culture and Support values in that Fief. The amount of Tribute collected in a Fief depends on the Fief's Land, Flood Control and Support values. If you are lucky and have an Abundant Harvest, the amount of Tribute collected increases by up to 40%. But if Bad Luck (famine) or a Typhoon occurs, Tribute will decrease.

(5) Moneylender Collects on Debts (every March)
If the Daimyo has borrowed Gold, the moneylender automatically takes his share

(principal and interest) from the Daimyo's Spring Tax revenue.

(6) Body Points Increase (every month)
Every month, each Samurai's Body Points (ability to act) are replenished. The amount of additional Body Points each Samurai receives equals approximately 30% of his Political Influence. A Samurai's Body Points cannot exceed 200.
For instance, let's say there is a Samurai whose Political Influence is 60. If he has 20 Body Points at the end of March, then he will have 20 + 18 = 38 Body Points at the beginning of April. However, since Body Points can never exceed 200, if the same Samurai had 190 Body Points at the end of March, his Body Points would increase only to 200, not to 208.

(7) Fluctuation of Market Prices and Interest Rate (every month)
Each month the market price of rice (Food) and Arms and the Interest Rate on loans fluctuate within a certain range of values. By using the Command **TRADE**, you can check whether or not that month's prices are advantageous.

(8) Ronin Move or Ask to be Recruited by the Daimyo (independent of season)
At the beginning of a month, a *Ronin* (lordless Samurai) may move into your Fief and ask you to recruit him. You will be asked, "Ronin So-and-So has requested an audience with you in Such-and-Such Fief. Will you see him (Y/N)?"

If yes, the Ronin's face will appear on the screen with the message, "Will you accept him into your service (Y/N)?" If yes, the Ronin joins your forces. This situation differs from that of the **<Recruit Ronin>** or **<Recruit Outside Samurai>** commands (under the Command **PERSONNEL**) because, in this case, the Ronin will not refuse to join you. Since Ronin roam from Fief to Fief, if you don't recruit a certain Ronin, another Daimyo probably will.

(9) Uprising (independent of season)
The lower the Daimyo's Support is, the greater the chance of an Uprising. If the peasants in your Fief revolt, the computer will first ask if you would like to try to quell the disturbance. If no, Support, Land and Trade values will plummet. If yes, your efforts may have no effect, in which case the result will be the same. Whether or not you are able to quell the Uprising, you must give 50% of your Fief's Gold and Food to the peasants.

(10) Civil War (independent of season)
Any Samurai may start a Civil War in order to overthrow the Daimyo. In this case, he will wage a war against the Regular army (the remaining loyal Samurai). The Rebel army will seize 50% of the Fief's Gold and Food, which the Regular army cannot recoup even if it defeats the Rebels. If the Governor of a Fief turns against the Daimyo, all that Fief's Samurai will join the Governor and the Daimyo will automatically lose that Fief.

(11) Epidemic (independent of season)
Though you can guard against Epidemics by increasing Flood Control, there is no way to absolutely prevent this disaster. Epidemics reduce the stricken Fief's Population and number of Soldiers.

(12) Typhoon (June - August)
Typhoons can seriously damage a Fief. Because of landslides or floods, the stricken Fief's Land, Flood Control and Castle Defense values may drop. The higher a Fief's Flood Control value, the less the Fief will be harmed by a Typhoon.

(13) Bad Luck (Famine) (September)
Due to drought or excessive rain, the rice harvest may plummet to less than half its usual level. A high Flood Control level may help prevent this misfortune.

(14) Abundant Harvest (September)
When this fortunate situation arises, your rice harvest is 40% richer than usual. It is more likely to occur in Fiefs with high Flood Control levels.

(15) Other Events
Besides the events introduced, there are other surprises hidden in NOBUNAGA'S AMBITION II. You'll have to find them for yourself, so keep alert!

4. EXPLANATION OF SAMURAI CHARACTERISTICS

There are approximately 400 distinct Samurai (warriors) in NOBUNAGA'S AMBITION II. You can gather information about these men by using the Command **VIEW**. The text below explains the Samurai traits.

(1) Samurai Status

All warriors are Samurai, but there are four classes of Samurai.

1. Daimyo - (warlord) a Samurai who rules as an overlord to one or more Fiefs. When threatened, he may surrender his territory to serve another Daimyo.

2. Samurai - warriors in the service of a Daimyo. In cases of Civil War or the Daimyo's death, a Samurai may become Daimyo. A Samurai whose combined Political Influence and War ability equals more than 150 can be an Advisor. An Advisor will offer useful suggestions to guide his Daimyo when he issues commands.

3. Governor - a Samurai who rules a Fief on behalf of a Daimyo. If a Daimyo controls more than one Fief, he must appoint a Governor for each Fief except the one he rules personally. The Daimyo may allow the Governor (with the help of the computer) to rule a Fief independently.

4. Ronin - (pronounced roh-neen) Samurai not employed by a lord who roam from Fief to Fief. Through asking to be recruited or through the <Recruit Ronin>

command, Ronin can become Samurai.

The chart below summarizes Samurai status.

```
                                  1.Samurai (Advisor)
I. Daimyo———[Home Fief]———2.Samurai                Roaming
                          3.Samurai                 Ronin
                            (etc.)
          |
          |—[Other Domain]— II. Governor (Advisor)
                            1.Samurai               Roaming
                            2.Samurai               Ronin
                              (etc.)
```

(2) Age and Life Span (maximum 99)

Each March every Samurai becomes one year older. Each Samurai's life span is based on historical fact, but a Samurai will not necessarily die at the same time he died in real life. In the game, a Samurai who died a natural death will probably die around the time of his historical death, but a Samurai who died in war may live a bit longer than his historical life span. Keep this in mind when planning strategy. In Scenario 1, Daimyos Saito Yoshitatsu of Mino and Amago Haruhisa of Izumo are getting old and sick.

(3) Political Influence (maximum 100)

The ability to manage internal affairs and diplomacy. Since every month each Samurai receives additional Body Points equaling approximately 30% of his

Political Influence, it also determines his ability to act. You can improve a Samurai's Political Influence using the Command **PERSONNEL**, Option **<Train Samurai>**.

(4) War Ability (maximum 100)
A Samurai's combat strength. War ability is the most important factor in HEX War -- when two Samurai clash, whoever's War ability is higher wins. You can improve a Samurai's War ability using the Command **PERSONNEL**, Option **<Train Samurai>**.

(5) Charisma (maximum 100)
A Samurai's power to charm people. If a Daimyo's Charisma is high, he will be particularly adept at recruiting Samurai and conducting diplomacy.

(6) Ambition (maximum 100)
A Samurai's desire for territories and power. If the Daimyo's Ambition is high, he will attack other Fiefs easily; a Samurai follower with high Ambition will be likely to start a Civil War. As a Daimyo acquires Fiefs, his Ambition increases; if he loses a Fief, it falls.

(7) Loyalty (maximum 100)
A Samurai's devotion to his Daimyo. If a Samurai's Loyalty is low, he may easily

desert you for a rival Daimyo, start a Civil War, or switch sides in the middle of battle.

(8) Unit Type
The sort of squadron a Samurai leads (Calvary, Infantry, or Rifle). The type of unit a Samurai commands is already determined (by history); you cannot change it with a command. For instance, in Scenario 1, Oda Nobunaga leads a Calvary unit.

(9) Number of Men (maximum 100)
The number of Soldiers under a Samurai's command. These Men will risk their lives to defend their master. Obtain more Soldiers using the **<Hire Soldiers>** or **<Reassign Men>** commands.

(10) Soldiers' Skill Level (maximum 100)
The amount of combat training a Samurai's Men have had. If this value is high, the Samurai's unit will perform well in battle. Raise Skill using the **<Train Men>** command, but if you **<Hire Soldiers>**, the Skill level will decrease. If you **<Reassign Men>**, the Skill level between units is averaged (the same applies to Arms level, see below).

(11) Soldiers' Arms Level (maximum 100)

The amount of weapons and armor possessed by a Samurai's unit. Like Soldiers' Skill level, the higher this value is, the stronger the Samurai's unit will be in battle. You can increase Arms level by buying weapons from a merchant, but if you **<Hire Soldiers>**, the Arms level will decrease.

(12) Body Points (maximum 200)
The amount of energy a Samurai has to perform commands. They are consumed as a Samurai acts, and are supplemented each month. The amount of Body Points consumed depends on the command, and the amount added each month equals 30% of the Samurai's Political Influence. Body Points cannot exceed 200.

(13) Hidden Data
There are facets to each Samurai that we have not introduced, such as personality, loyalty to duty and compatibility with other Samurai. Consequently, a Samurai's behavior may surprise you: he may betray you despite having high Loyalty, be particularly prone to making alliances, or shun territorial expansion. It is all part of the intrigue of the civil war era.

5. EXPLANATION OF DAIMYO CHARACTERISTICS

Daimyos have special assets in addition to the normal Samurai charcteristics.

You can view these using the Command **VIEW**, Option **<Daimyo Data>**. A detailed description of these factors follows.

(1) Number of Fiefs (1 - 38)
The number of Fiefs a Daimyo controls.

(2) Alliances/Marriages
Whether or not a Daimyo has any alliances or connections through marriage to other Fiefs. *Use the F4 key to view a map summarizing the alliances and marriages of all Daimyos. The numbers in the Alliance column indicate the number of months remaining in an alliance (alliances last one year).*

(3) Friendship (0 - 100)
The warmth of the relationship between your Daimyo and another Daimyo. Values above 50 are satisfactory; values below 50 are dangerous, especially if you have no alliances or marriage connections with that Daimyo. *Use the F4 key to verify friendship levels. Friendship levels change as time passes.*

6. EXPLANATION OF FIEF TRAITS

(1) Fief Types

There are three types of Fiefs:

1. Home Fief - the Fief that your Daimyo rules personally.

2. Possession - a Fief ruled by a Governor appointed by your Daimyo. You can allow the Governor to rule the Fief without your intervention.

3. Empty Fief - a Fief which has no Samurai in it. There are no Empty Fiefs at the start of the game, but they appear as Samurai die or move to another Fief.

(2) Gold (maximum 999)

The Fief's treasury balance. Gold increases with Spring Tax (Samurai's stipends are automatically deducted), and are consumed as commands requiring Gold are executed.

(3) Food (maximum 999)

The amount of rice saved for war provisions. Food accumulates with Fall Tribute (Samurai stipends are automatically deducted), but war requires great quantities of Food -- if you run out, you automatically lose the war.

(4) Land Value (maximum 999)

Indicates the potential yield of rice at harvest time. The higher this value, the more Food you will collect through Fall Tribute. Executing the **<Cultivate Land>** command increases this value, but disasters such as Typhoons or Famine lower it. Land Value is abbreviated as Land.

(5) Flood Control Level (maximum 100)

Provisions against Typhoons and drought, such as river dikes and irrigation systems. Flood Control level influences the damage done by disasters such as Epidemics or Typhoons, and the amount of Food collected through Fall Tribute. Executing the **<Flood Control>** command increases Flood Control level, but disasters weaken it. Flood Control level is abbreviated as Flood or Fld.

(6) Trade (maximum 999)

Measure of the town's prosperity. Trade influences the amount of Gold collected through Spring Tax and the probability of merchants coming to a given Fief. Executing the **<Develop Town>** command raises this value, but disasters and wars diminish it. Trade is abbreviated as Trad.

(7) Culture (maximum 999)

The level of advancement or civilization in a Fief. Culture relates directly to Trade. Samurai training works most efficiently in Fiefs where Culture is high. Culture is abbreviated as Cult.

(8) Popular Support (maximum 100)

The devotion of a Fief's citizens to the Daimyo. As this value decreases, Tax revenue dwindles and the probability of an Uprising increases. To raise Support, avoid putting all your strength into armaments, and strive to create a good

government. Popular Support is abbreviated as Supp.

(9) Population (maximum 9999)
The number of inhabitants in a Fief. Directly affects the number of Soldiers you can employ. The population automatically increases every Spring, but if an epidemic strikes, the Population (and the number of Men available for hire) will shrink. Population is abbreviated as Pop.

(10) Castle Defense (maximum 999)
The strength of the Castle's barricades and embankments. Having a high Castle Defense is particularly advantageous in Siege warfare. You can increase this value using the **<Reinforce Castle>** command, but disaster or war can demolish the Castle and cause the Defense level to plummet. Castle Defense is abbreviated as Cstl.

(11) Men (maximum 2000)
Size of the Daimyo's army. Includes all the Soldiers in all the Samurai's units. Hiring Soldiers will enlarge the army, but war will of course shrink it.

(12) Samurai Number (maximum 20)
The number of Samurai in a Fief. Samurai is abbreviated as Samu.

(13) Debt (maximum 999)
The amount of Gold (principal plus interest) the Daimyo owes a moneylender. For example, if a Daimyo borrows 100 Gold as a time when the interest Rate is .5, his Debt becomes 100 + (100 x .5) = 150. Debt is automatically repaid every Spring.
Though Debt is listed as a Fief factor, it actually belongs to the Daimyo. For instance, if Scenario 1's Takeda Shingen borrows 100 Gold in Kai and then moves to Shinano, his Debt travels with him to Shinano. Even powerful Daimyos have to pay bills!

7. RULES FOR ENTERING COMMANDS

KOEI has gradually developed a new game system through its games ROMANCE OF THE THREE KINGDOMS and NOBUNAGA'S AMBITION. NOBUNAGA'S AMBITION II represents the culmination of this process. At first the system may seem hard to understand, but it will soon become second nature.

(1) Order of Turns
Every month every Fief (except Empty Fiefs) has the opportunity to execute commands. However, the order of turns changes randomly each month. So

whoever goes first this turn may go last the next turn.

(2) Body Points

During your turn you can execute more than one command. In fact, you can execute as many commands as you like as long as your Samurai have sufficient Body Points.

Every month each Samurai receives Body Points in an amount equal to 30% of his Political Influence. He expends these Body Points by executing commands. Different commands consume different amounts of Body Points. Since some commands use over 100 Body Points, some Samurai may need many months to build up enough strength to perform those actions. Therefore, don't assign tasks without first considering which Samurai would be best suited for the job.

(3) Command Selection

To execute a command or sub-command, enter the desired command number, then hit RETURN.

(4) Entering Numerical Values

For various commands, you must enter an amount of Gold or number of Soldiers. Use the appropriate number keys to enter these values. To erase a number, use DELETE. Once you have entered the desired value, hit RETURN.

(5) Assign Which Samurai?

Almost all commands require that you assign a Samurai to oversee their completion. The available Samurai and their Body Points are listed onscreen, so to select a Samurai, press the appropriate number key and RETURN. A red * will appear by your choice. Names of Samurai who have too few Body Points to execute a certain command appear in red.

In cases where you can select multiple Samurai (such as <Train Samurai>), hit RETURN once more after entering the last Samurai's number, and selection will end.

(6) Command Execution and Advisor Messages

For all commands, once you have made your selection the computer will ask you to confirm the command before it is carried out, i.e. "Is this all right (Y/N)?" If yes, the command will be performed. If no, the command will be canceled.

At this final selection time, your Advisor (if any) will give his opinion of your command. (An Advisor is a Samurai whose combined Political Influence and War ability equals over 150.) An Advisor with comparatively low ability may not always give accurate advice, so don't follow his suggestions blindly.

(7) Interrupting a Command

To interrupt a command, enter RETURN only. The command will be canceled and the screen will return to the main menu.

(8) End of Turn

To end a turn after entering your desired commands, hit *0* (Command **REST**). The computer will switch to the next player's turn.

8. HOW TO EXPAND YOUR TERRITORY

Now that you have a grasp of the basic rules, you will want to know how to take over Fiefs and win the game. Though there are many routes to ultimate power, there are only two direct ways to capture territory.

(1) Conquer through War

Use the Command **MILITARY**, Option **<WAR>** to invade a neighboring Fief. If you win the HEX War, you gain the territory. Perhaps 80% of all land is acquired this way. HEX War is explained more fully in Part V.

(2) Intimidate Other Daimyos into Becoming Your Vassals

Use the Command **DIPLOMACY**, Option **<Threaten>** to threaten a weaker Fief with invasion. If your threats succeed, the enemy Daimyo, his territory and Samurai will become your subjects (some of his Samurai will become Ronin). Threatening allows you to enlarge your territory without shedding blood, but it won't work unless the Daimyo you threaten is much weaker than you are.

IV. MAIN DISPLAY COMMANDS

9. DEATH OF A DAIMYO AND SELECTION OF A SUCCESSOR

No matter how powerful your Daimyo becomes, he will eventually die through war, assassination or old age. But even if your Daimyo dies, the game is not over. You can choose a successor to fulfill his master's dream of unifying Japan. This method is described below.

(1) Conditions

To be able to choose a successor, your situation must fulfill the following conditions:

1. You must have at least one Fief left.
2. You must have at least one Samurai left.
3. You can choose a successor only twice. Once the third Daimyo dies, the game ends.

For example, if you are playing Mori Motonari in Scenario 1, and he dies in battle, you may choose Mori Takamoto as his successor. If that ruler dies, you may choose Mori Terumoto as successor. Now, when Mori Terumoto dies, you have used up your allotment of successors, so the game ends.

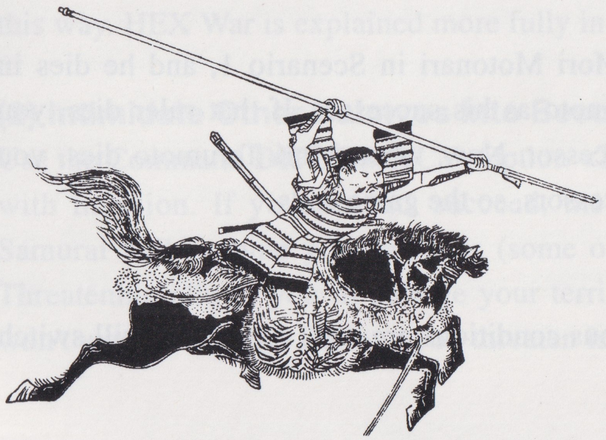
(2) Method

If your Daimyo dies, and the previous conditions are met, the screen will switch

and the names and faces of up to ten possible successors will appear. Appoint your successor by pressing the appropriate number key, then RETURN. That Samurai will become Daimyo and the game will continue. However, if you make an unpopular choice, the Fief's remaining Samurai may prefer to leave and become Ronin rather than serve the new Daimyo.

10. ADJACENT FIEFS

As indicated on the computer map, some Fiefs are adjacent but have mountain ranges spanning their mutual borders. In these cases, the Fiefs cannot interact through the mountain range, so they act as though they were not adjacent. From here on, "adjacent" refers to Fiefs that share non-mountainous borders, or Fiefs that are connected through sea lanes.



IV. MAIN DISPLAY COMMANDS

Table of Main Commands

Command	Sub-command	Cost (BP=Body Points)
MOVE	Samurai	BP 20
	Gold or rice	BP 20
DEVELOP	Cultivate land	BP 50 / Gold X
	Flood control	BP 50 / Gold X
	Develop town	BP 50 / Gold X
	Reinforce castle	BP 50 / Gold X
TRADE	Sell food	BP 40 / Food X
	Buy food	BP 40 / Gold X
	Buy arms	BP 40 / Gold X
	Borrow gold	BP 40
	Settle debts	Debt + Interest in Gold
VIEW	Fiefs	Own = 0
	...Fief data	Adjacent = BP 20 / Gold 5
	...Samurai data	Other = BP 30 / Gold 5
	...Daimyo data	
	...List of Samurai	
	List of your Samurai	0
	List of your fiefs	0
PERSONNEL	Recruit Ronin	BP 70
	Recruit outside Samurai	BP 70 / Gold X

	Dismiss Samurai	Daimyo's BP 20
	Give rewards	Governor's BP 20 / Gold X
	Train Samurai	
	...Politics	BP 90 / Gold 30
	...War strategy	BP 90 / Gold 30
	Change Governors	0
DIPLOMACY	Marriage	BP 130 / Gold 50
	Alliance	BP 100
	Threaten	BP 130
	Tribute	BP 80 / Gold X
SPY	Spread war rumors	BP 100 / Gold 10
	Incite uprising	BP 90 / Gold 10
	Assassinate enemy Daimyo	BP 100 / Gold 20
MILITARY	Hire soldiers	BP 50 / Gold X
	Reassign men	Governor's BP 20
	Train men	BP 40
	WAR	BP 40 / Gold X / Food X
OTHER	Quit	0
	Display time	0
	Animation	0
	Sound	0
	HEX battles	0

The following section explains the Main Display Commands and Sub-commands in NOBUNAGA'S AMBITION II. When you choose certain Sub-commands, you will be asked how much Gold you are willing to spend in order to execute that command. You will then be asked if everything is all right with a question ending in (Y/N). At this point, if you answer no, your command will be canceled. If you answer yes, your command will be executed.

1. MOVE

Move your Samurai, Gold or Food to an adjacent Fief in your Daimyo's domain, or to an adjacent Empty Fief.

(1) <Samurai> (Body Pts. 20)
Move Samurai to any adjacent Fief in your Daimyo's domain. Choose your destination from the list of available Fiefs. Then, one at a time, select which Samurai to move. Hit RETURN after each choice and a red * will appear by that Samurai's name. As each Fief is limited to a maximum of 20 Samurai, you may not move Samurai to a Fief that has reached this limit. To end the Samurai selection process, hit RETURN instead of choosing another Samurai.
When Samurai move to different Fiefs, they can take along Gold and Food. Enter the amount of each for them to take.

If you move a Governor from a Fief, appoint a new Governor to replace him. If you move Samurai to an Empty Fief, appoint a Governor for that Fief.

(2) <Gold or Rice> (Body Pts. 20)
Transfer Gold and/or Food to another of your Fiefs without moving Samurai. Be warned that the full amount of goods may not reach its destination (one never knows what misfortunes can occur enroute). The Body Points of the Samurai overseeing the transfer of goods will be used.

2. DEVELOP

Improve your Fief's resources such as farmland or water works. More fully developed Fiefs survive enemy attacks better and have more provisions with which to launch attacks. The Body Points of the Samurai supervising the development will be used.

(1) <Cultivate Land> (Body Pts. 50)
Raise your Fief's Land value by clearing land for agriculture. The higher your Fief's Land value, the more Food you will receive at Tribute time. As more land is cultivated, however, the chance for floods increases. Thus, your Fief's Flood Control level drops when you cultivate land. The more Gold used, the more

effective cultivating land will be.

(2) <Flood Control> (Body Pts. 50)
Raise your Fief's Flood Control level by constructing dikes along rivers in your Fief. A high Flood Control level helps increase your Food at Tribute time, and protects your Fief from natural disasters such as Typhoons and Epidemics. As with Land value, the more Gold you spend on Flood Control, the greater the effect will be.

(3) <Develop Town> (Body Pts. 50)
Raise your Fief's Trade level by investing in the town around your Castle. Fiefs with high Trade values provide abundant Spring Tax revenue and attract many merchants. Developing your town also increases its Culture level.

(4) <Reinforce Castle> (Body Pts. 50)
Increases your Castle Defense level. Castle Defense determines the ability of your Castle to withstand outside attacks during Field warfare, or inside attacks during Siege warfare. Castle reinforcement raises Gate Defense as well as Castle Defense. If your Castle has many gates, and you use this command repeatedly, you will probably be able to withstand the attack of even a large army.

3. TRADE

Trade with the merchants in your Castle Town. The market price for rice (Food), Arms and the Interest Rate for Gold fluctuate greatly. Try to trade when the rates are to your advantage. Merchants tend to gather in Yamashi (the Fief containing the capital city), in a Fief which shares its boundaries with Settsu, or in a Fief with a high level of Trade or Culture. If there are no merchants in your Fief, use the Command **<Develop Town>** to raise your Fief's Trade and Culture levels and attract merchants.

(1) <Sell Food> (Body Pts. 40)
By selling your surplus Food (at a good price), you can acquire more Gold for military expenditures. Keep in mind that just before Fall you must pay your Samurai their stipends in Food. If you run out of Food and cannot pay the stipends, enemy Daimyos will attack your defenseless Fief, and you will lose (Soldiers will not fight on empty stomachs).

(2) <Buy Food> (Body Pts. 40)
If you get cannot get enough Food on your own, if you need more Food for a war, or if the market price for rice is especially low, you may wish to buy Food from the merchants. If you effectively combine selling and buying Food when

the market price is in your favor, you may be able to increase both your Gold and Food. The benefits of this method will depend on the quantities you buy and sell.

(3) <Buy Arms> (Body Pts. 40)
When you buy rifles, spears and other weapons, Arms levels of all the Soldiers in your Fief will increase equally. How much the Arms level increases depends on how much Gold you spend. As the Arms level of newly hired Soldiers is usually low, strengthen them by buying Arms before going to war.

(4) <Borrow Gold> (Body Pts. 40)
If you run low on Gold and cannot get more from another of your Fiefs, try borrowing Gold from a moneylender. However, you cannot borrow any amount you wish; the moneylender will determine the maximum amount of Gold he will lend you based on your Fief's level of Trade. Because your Debt (principal plus interest) will be automatically taken from the Taxes you receive in March, you should consider the date before borrowing Gold. For example, if you were to borrow 100 Gold at an interest Rate of 0.5 in February, you would have to pay back 150 Gold the next month.

(5) <Settle Debts> (Body Pts. 0)
Repay your Debt before Spring. However, there is no advantage to paying early.

4. VIEW

In order to conquer an entire country, you must know the situation in enemy Fiefs as well as that in your own. Information such as number of Samurai, Arms level, or War Ability will help you decide whether or not to invade an enemy Fief. Use VIEW to send ninja to spy on an enemy Fief and obtain the information you desire. However, if the ninja is inept, he may be captured. Viewing one of your own Fiefs is free and does not require ninja.

(1) <Fiefs> (Fief in your Domain = 0
Adjacent Enemy Fief = Body Pts. 20 / Gold 5
Other Enemy Fiefs = Body Pts. 30 / Gold 5)

By sending ninja spies to another Fief, you can spy on your enemies. The Body Points required depend on the length of the ninja's journey. You cannot cancel your command once you have sent ninja. If the ninja returns with the information, you can view the data as much as you like during that turn. Choose:

[1] Fief Data .....to understand the Fief's economic and social conditions.

[2] Samurai Data.....to see an individual Samurai's abilities, Loyalty, number of Men, etc.

[3] Daimyo Data.....to examine the ruling Daimyo's personal data and diplomatic status.

[4] List of Samurai.....to view the data on all the Samurai in a Fief at a glance.

(2) <List of Your Samurai> (Body Pts. 0)

(3) <List of Your Fiefs> (Body Pts. 0)

Use the two sub-commands above to view your own Fief. They display data on the Samurai in your Home Fief, and the data on the Fiefs in your domain. The format is the same as in "List of Samurai" for other Fiefs. Viewing your own Fief requires no Body Points.

5. PERSONNEL

The approximately 400 Samurai characters in NOBUNAGA'S AMBITION II are based on actual Samurai from Japan's past. Some will exhibit excellent strength in battle while others may excel in diplomacy. The more you play, the more you will learn about the different characters' abilities. The Command **PERSONNEL** gives you control over the Samurai in your forces.

(1) <Recruit Ronin> (Body Pts. 70)

Search your Fief for Ronin (lordless Samurai) to employ. Since Ronin wander from Fief to Fief, you may not find a worthwhile recruit every time. You can increase your chances of finding Ronin to recruit by keeping a high Culture

level. Also, after an adjacent enemy Fief loses a war, the losing Samurai may desert their lord and seek refuge in your Fief as Ronin. To recruit Ronin, first dispatch one of your Samurai to search for Ronin. If he finds a possible recruit, he will ask you whether or not you would like to employ the Ronin. If you answer yes, the Ronin can still decline your offer. If you answer no, the Ronin will leave. The Body Points of the Samurai recruiter will be expended whether or not he finds any Ronin.

(2) <Recruit Outside Samurai> (Body Pts. 70)
If Ronin cannot be found, try to recruit an enemy Daimyo's Samurai. You must send a Samurai (or the Daimyo) to an adjacent enemy Fief as a scout. The scout must bring along Gold to cover the arrangements. The abilities of your scout must be high; if he is incompetent, he will not be able to persuade the enemy Samurai to join your forces, and may even be captured. Be aware that a commissioned Samurai with high Loyalty will not readily leave his lord. It is therefore wise to use the Command VIEW to examine the enemy's Samurai and your own before attempting to send a scout. Only a Daimyo in his Home Fief can issue this command.

(3) <Dismiss Samurai> (Daimyo's Body Pts. 20)
Expel Samurai from your forces. If one of your Samurai betrays you or maintains low abilities despite training and education, it might be wise to dismiss him and

save his salary. An expelled Samurai will become a Ronin (lordless Samurai). This command can be issued only by a Daimyo in his Home Fief.

(4) <Give Rewards> (Governor's Body Pts. 20)
Give Gold to individual Samurai to increase their Loyalty. A Samurai with low Loyalty may leave you for another Daimyo. If a Samurai's Loyalty is below 50 during a war, he may switch sides and attack you. To avoid this hazard, reward your less loyal Samurai before going to battle.

(5) <Train Samurai> (Body Pts. 90 / Gold 30)
You can increase the abilities of your Samurai through education. It would be wise to educate Samurai with low abilities before attempting to send them to battle, on diplomatic missions, or on domestic assignments. The higher the level of Culture in your Fief, the more effective Samurai training will be. However, some Samurai's abilities can increase by no more than 5 when educated. The Body Points of the Samurai receiving the training will be used. There are two types of training:
[1] **Politics**.....Provides leadership training. Increases a Samurai's Political Influence, enabling him to carry out diplomatic and domestic missions more skillfully.
[2] **War Strategy**.....Provides strategy training in the famous Sonshi technique from China. Increases the Samurai's War Ability, making him a better fighter.

(6) <Change Governors> (Body Pts. 0)
This command enables you to appoint a new Governor in any of your Fiefs. As he will become the defending commander-in-chief if an enemy attacks, it's important to select a Governor with high Political Influence and War Ability. After choosing a Governor from the list of Samurai in your Fief, you can give him the authority to rule the Fief by himself. If you choose this option, the computer will run the Fief until you decide to regain control. To regain control of a Fief, use the **<Change Governors>** command again, choose the same Samurai to govern (if you are satisfied with him), but this time answer "No" when asked if you want him to rule by himself. You will then regain governing control over the Fief. This command can be issued only by a Daimyo in his Home Fief.

6. DIPLOMACY

You will not be able to expand your empire solely through war. If you do not practice diplomacy and foster friendships with neighboring Daimyos, you will make too many enemies, and eventually be crushed. The DIPLOMACY commands all involve sending a Samurai to negotiate with the Daimyo of an enemy Fief. Choose your messenger carefully, since his abilities determine whether his negotiations will succeed or whether he will be imprisoned. Only a Daimyo in his Home Fief can initiate diplomacy.

(1) <Marriage> (Messenger's Body Pts. 130 / Gold 50)
A Daimyo can offer to marry a princess from another Daimyo's household, thus establishing family ties between them. During the feudal period in Japan, a Daimyo was allowed to have as many court ladies as his household could support. Therefore, you can pursue diplomacy through marriage more than once.

(2) <Alliance> (Messenger's Body Pts. 100)
You can improve your relationship with an enemy Daimyo by forming a one year alliance. However, an alliance does not positively guarantee against attack, so never let down your guard. Likewise, you can attack your allies, but if you attempt such deceptive tactics you will surely lose the trust of other Daimyos.

(3) <Threaten> (Messenger's Body Pts. 130)
As an alternative to war, you can send a Samurai to threaten another Daimyo into submission. Threats alone will not persuade a Daimyo to surrender his empire unless your military power is considerably greater than his. If you intimidate your enemy, but do not completely subdue him, he may try to appease you by offering you a princess or coming to pay Tribute. If you succeed in threatening the Daimyo into submission, all the Fiefs under his control become yours.

(4) <Tribute> (Messenger's Body Pts. 80)
A friendlier diplomatic strategy, often used in self-protection, is to offer an

enemy Daimyo Tribute in Gold. The effectiveness of this form of diplomacy depends upon the size of your gift.

7. SPY

The Daimyos of Japan's Civil War Period attempted to outwit each other both on and off the battlefield. By sending ninja to lay traps in other Daimyos' Fiefs, they tried to weaken their enemies' defenses from the inside. The SPY command enables you to arrange such internal sabotage.

(1) <Spread War Rumors> (Body Pts 100 / Gold 10)
The aim here is to trick a rival Daimyo into depleting his Fief's resources by inducing him to attack another Fief. For example, to weaken Fief A, send ninja to Fief A to spread war rumors that Fief B is planning to invade. Thus, Fief A will become hostile towards Fief B and perhaps try to strike the first blow against them. Even if spreading war rumors does not cause the two Fiefs to wage war, it will undoubtedly strain their diplomatic ties.

(2) <Incite Uprising> (Body Pts. 90 / Gold 10)
By spreading unbecoming rumors about a rival Daimyo among his people, you can decrease that Daimyo's Popular Support. When the people's Support is low,

they may start an Uprising, which will sap a Daimyo's defenses.

(3) <Assassinate Enemy Daimyo> (Body Pts. 100 / Gold 20)
Dispatch an assassin to kill an enemy Daimyo. This mission will rarely succeed, and failing causes your Friendship level with that Daimyo to plummet.

8. MILITARY

(1) <Hire Soldiers> (Body Pts. 50 / Gold = # of Soldiers you Hire)
Enlarge your army. The number of Soldiers available for hire (shown in units of 1000 Men) depends on your Fief's Population, Gold, Support and the Daimyo's Charisma. Hiring Soldiers increases your payroll responsibilities and decreases your Fief's population, so do not hire more Soldiers than your Fief can comfortably support. Distribute new Men among your Samurai as desired. Hiring Soldiers consumes the Body Points of the Samurai chosen to do the hiring.

(2) <Reassign Men> (Governor's Body Pts. 20)
Redistribute the units of Soldiers among your Samurai. First choose which Samurai's unit you want to enlarge or reduce from the list of Samurai onscreen, then assign the appropriate number of Men to that Samurai. Do this one at a time. Since you cannot change your total number of Soldiers, you must first decrease

one Samurai's army, then redistribute these Soldiers to your other Samurai. Keep in mind that when you reassign Men, the Skill and Arms levels of the previous and newly-formed units will be averaged to create new values.

(3) <Train Men> (Samurai's Body Pts. 40)
Increase the Soldier's Skill level. More than one Samurai can train his army at the same time. Training Men improves the War Ability of the Samurai as well as the Skill of his Men.

(4) <WAR> (Body Pts. of participating Samurai 40)
Invade an enemy Fief. Before going to war, you must choose which Samurai to send to battle (up to 10), appoint a commander (if the Daimyo or Governor goes to battle, he automatically becomes the commander), and decide how much Gold and Food to take along. See Part V. WAR for a detailed description of HEX battles. You cannot go to war if you have no Food.

9. OTHER

Reset the game's format functions. Because this command does not affect the developments of the game, neither Body Points nor Gold are required.

(1) <Quit>
Use this command to end the game. See Part II for further explanation.

(2) <Display Time>
Adjust the amount of wait time that game messages stay on the screen. The time measurement is defined from 1-10. The higher the number, the longer the messages stay on the screen. The default setting is 5.

(3) <Animation>
Animation refers to the graphics which appear when commands are executed or when events occur. You can choose whether to have these graphics on or off.

(4) <Sound>
Choose whether you want beeping sound effects on while you play, or off.

(4) <HEX Battles>
You can watch other Fief's battles you are not directly involved in by having HEX Battles on, or choose not to watch them by turning them off.

***To See Territory Changes in the Map**
Usually the computer displays the part of the map which contains your Fief. To view other parts of the map or to see what territory changes have occurred, use

the function keys. You can do this without expenditure at most any time during your turn. Viewing the progress of other Daimyos allows you to analyze your opposition. Hit:

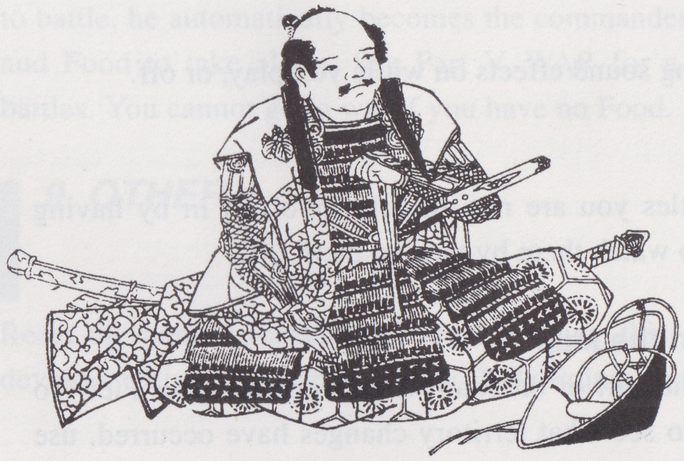
F1 ..... to view the Chugoku area and Shikoku island (WEST);

F2 .....to view the Kinki area of Osaka and Kyoto (MIDDLE);

F3 ..... to view the Kanto and Chubu areas (EAST);

F4 ..... to view the entire map.

The map under F4 contains a chart summarizing your Alliances, Marriage connections, and Friendship levels with each Daimyo. The numbers in the Ally column represent the number of months left in your alliances.



V. WAR

1. EXPLANATION OF HEX WAR DISPLAY

1 -The topography map of the battlefield displayed in HEX format. There is one for Field warfare and one for Siege warfare. Topography differs in each Fief.

2 -The Fief name, the month and day, and, in Field warfare, the time of day (Morn., Aft., Night).

3 -The attacking commander's face, name, which Daimyo he serves, remaining Men, Gold and Food supplies.

4 -The defending commander's face, name, which Daimyo he serves, remaining Men, Gold and Food supplies.

5 -Combat commands.

6 -Message box.

2. HEX WAR BASIC RULES

(1) Occurrence of a HEX War

HEX War occurs in the following situations.

* A player chooses Command **MILITARY**, Option **<WAR>** and attacks another Fief.
* A player's Fief is attacked by a neighboring enemy Fief.
* A Daimyo's or Governor's Samurai rise against him in Civil War.
* A player chooses to watch other Fief's HEX Wars. In this case, the computer displays onscreen all HEX Wars, whether or not they involve a player's Fief.

(2) Sequence of Turns

Each attacking and defending unit will get a turn to carry out tactic moves in a rotational manner. The sequence is: attacking commander -> attacking units in order of deployment -> defending commander -> defending units in order of deployment.

(3) Field and Siege Warfare

The two types of HEX battles are Field and Siege warfare. A war always begins with Field warfare, but once the battle has begun, the defending commander may resort to Siege warfare by retreating to his Castle. The HEX map, available

commands, time development, and possibility for retreat differ in Field and Siege warfare.

[1] Field Warfare..... The day is divided into three segments: morning, afternoon and night. During the day, you can pursue usual war strategy, but at night the range of visibility surrounding your units is limited, so you cannot see enemy units until you move next to them.. With limited visibility, Infantry units can make Surprise attacks by Ambush.

[2] Siege Warfare..... During Field warfare, as long as the defending commander holds the Castle, he can withdraw his army into the Castle compounds. The screen then changes and Siege warfare begins. In Siege warfare, there is no separation between day and night; each player receives only one turn per day. The attacking units begin outside the Castle, and cannot view the units inside the Castle compound until they have penetrated the Castle walls. Although you cannot Ambush in Siege warfare, you will have other options such as storming the gate, crossing the moat and climbing Castle walls.

(4) Sending Samurai to Battle and Positioning Units

When you go to war, you must decide which Samurai to send to battle. The attacking Daimyo may send all his Samurai. The defending Daimyo may send up to 10 Samurai as long as each has at least 1 or more units of Men. The defender may also choose to hold back the Daimyo or Governor of the attacking Fief, as well as certain Samurai as reinforcements. If sent, a Daimyo or Governor will

automatically go to battle as commander of the army. If the defending Governor or Daimyo cannot go to battle, the defending army will surrender and the attackers will capture the Fief. By using the Command SPY, Option **<Reinforce>**, you can call in those Samurai whom you did not send to battle. However, you cannot call in reinforcements until you have finished positioning your units and started the battle, or if you already have 10 Samurai on the battlefield.

After you have chosen which Samurai to send to war, you must position them on the battlefield. The permitted hexes are marked by white circles o. Use the number keypad to move each unit to the desired location (the unit you need to move will flash). Hit RETURN when the unit covers the desired HEX. The order in which you will be able to position each unit is the same as that discussed under section (2).

When you switch from Field warfare to Siege warfare, you must again decide whom to send to battle and re-position your units in the new setting.

(5) The Battle: Death at Battle * Capture * Betrayal

When you are finished positioning your units, the battle begins. Both armies move about the HEX screen attacking enemy units. If a unit is destroyed in war, the Samurai commanding that unit will either be killed or captured by the enemy. After a war ends, the Daimyo decides whether to release, recruit, or kill all captured enemy Samurai. However, if an army retreats from war, all their prisoners escape.

If an enemy Samurai's Loyalty is low, you can send a spy to persuade him to change sides by using the Command **SPY**, Option **<Bribe>**. From his next turn, the bribed Samurai may choose to switch sides and serve the opposite Daimyo from then on.

(6) Victory

Wars never end in a tie. One side wins the war when the other side faces any of the following circumstances.

[1] Food supplies run out..... Every day the attacking and defending armies' Food decreases in proportion to the number of Soldiers they have, including reinforcements. If an army's Food supply drops to zero, it automatically loses the war. In both Field and Siege warfare, 1 unit of Food is consumed each day for every 30 Men.

[2] The commander's unit is destroyed..... Even if all the other units are unharmed, an army will lose the war if its commander's unit is destroyed.

[3] The commander withdraws his entire army..... If the commander decides to retreat to an adjacent Fief, his entire army will retreat with him, and the other side will win the war.

[4] Time runs out..... A war is limited to one month (90 turns in Field warfare, 30 turns in Siege warfare). If cases [1] - [3] do not occur within the month, the defending army wins.

(7) After the War

After the victor has been determined, the defeated army must withdraw to a neighboring Fief within its Daimyo's territory. Samurai from the losing side will either escape to the chosen Fief, or will be captured trying to retreat. If there are no neighboring Fiefs to retreat to, all the Samurai will be captured. The victorious Daimyo chooses whether to Recruit, Execute, or Release his Prisoners-of-War.

If the commander has been captured or killed in battle, the victor confiscates his army's Gold and Food supplies. But if the commander of the attacking side successfully escapes, he takes his Gold and Food with him.

If the attacking army has been victorious, the attacking commander becomes that Fief's Governor. If that commander was a Governor in another Fief before the war, you must choose a new Governor for his former Fief.

3. FEATURES OF THE HEX WAR MAP

(1) Terrain

The following table illustrates the various features in the HEX topographical map. You consume Mobility Points each time you move on the HEX map. The table shows the advantages and disadvantages, as well as required Mobility Points, for each land form. Understanding the distinctive features of each terrain

will help you strategically in war.

Terrain Summary Chart

	Land Form	Warfar	Mob.Pts.	Distinctive Features
	Plains	both	2	Unused, grassy plains. Easy to cross, but offers poor protection.
	Rice Fields	Field	2	Peasant's farmland. More protection than plains.
	Forest	both	3	Natural forests. Better protection than plains or fields.
	Hills	both	3	Low, gently sloping mountains. Offers best protection.
	Mountains	both	-	High, steep mountain ranges. Impassable.
	Seas, Lakes, Rivers	Field	2	Areas of deep water. Impassable.

	Town	Field	2	The Castle town. Same as plains. If occupied by the enemy, Culture and Trade plummet.
	Castle	Field	2	Defender's base. If enemy occupies, Loyalty falls. If defending commander holds Castle, he can retreat into it to begin Siege warfare.
	Castle Land	Siege	2	Land inside Castle walls. Same as plains.
	Moat	Siege	7	Water surrounding Castle. No protection, but crossing provides a shortcut. Calvary units cannot cross.
	Castle Wall	Siege	7	Wall surrounding Castle. Scaling wall is a shortcut to entering

				the Castle, but Men decrease, and unit may fall off. Calvary units cannot climb.
	Gate (closed)	Siege	-	Units cannot enter. Storm the gate to open it.
	Gate (open)	Siege	2	An open gate is the same as Castle land.
	Fences	Siege	7	Fences inside the Castle stop horses. If defender is in the tower, the fences help to rebuff the enemy.
	Tower	Siege	2	Defender's base inside Castle. If Castle Defense is high, and units are placed well, Tower is good to defend from.

	Inner Fortress	Siege	2	Defender's last retreat at center of Castle. Samurai Loyalty plummets if occupied by enemy.

(2) Explanation of Unit Markings

The markings seen on the units in the HEX Wars are explained in the chart below.

(3) Unit Types

The chart below shows the three different types of units found in HEX Wars. The type of unit a Samurai commands is predetermined, and cannot be changed.

	type	mobility pts.	distinctive features
	Calvary (Cal)	6	Greatest mobility, but unable to cross some terrain.
	Infantry (Inf)	4	Can cross terrain as moats and Castle walls. Can Ambush.

	Rifle (Rif)	3	Lowest mobility, but provides most powerful attack.

4. EXPLANATION OF COMBAT COMMANDS

Unlike Main Display Commands, HEX War Commands do not require Body Points, and are selected using only the number keypad. For example, to make an Ordinary attack on an enemy to the lower left, you would simply hit [2] -> [1] -> [1] without needing to hit RETURN. Use RETURN when you want to cancel your command. RETURN is also used when you are done positioning a unit.
Note that the details in some of the commands differ between Field and Siege warfare.

Table of Combat Commands

Command	Sub-command	Function	Remarks
MOVE		Allows units to move across the HEX map.	Movement ability depends on unit type, mobility and terrain.
ATTACK	Ordinary	Usual form of attack.	For every unit

	Rifle	Powerful attack with rifles.	For rifle units only. Use depends on Soldiers' abilities and circumstances.
	Charge	In one swift move, can break through enemy lines.	If unit is destroyed, the commanding Samurai will be killed.
	Storm Gate	Attack the Gate to lower Gate Defense and open it.	When Gate Defense is 0, the Gate will open.
	Ambush	Conceals a unit's location.	For Infantry units in Field warfare only.
	Surprise	An effective means of attack for hidden units.	Units hidden at night or in Ambush can attack by Surprise.
WAIT		Lets unit rest to gain Mobility Points.	Unit can gain Mobility Points needed to cross difficult terrain.
FLEE	Other Fief	Unit retreat to adjacent Fief in Daimyo's domain.	Ability limited if inside Castle. If commander retreats, entire army withdraws.
	Castle	Retreat to Castle	Commander's unit must be

		compounds and begin Siege warfare.	in Castle to issue command.
VIEW		Indicate unit you wish to view.	Viewing an enemy unit costs 2 Gold.
SPY	Bribe	Sends a spy to persuade an enemy Samurai (with Gold) to change sides.	Samurai who change sides become that Daimyo's Samurai.
	Reinforce	Calls in reserve units not previously sent to battle.	Units with no Soldiers cannot be deployed.
	Open Gate	Open Castle Gate.	Defending units can open their own Gates. Attacking units can only open if inside the Walls.

(1) MOVE (Field and Siege Warfare)

Move your unit across the HEX map. Use the number keys to move your unit in the direction you wish. If your unit is unable to move in the direction you choose, a message will appear explaining why.

A unit's Mobility level depends on its unit type, and on what type of terrain it faces. Also, some units cannot cross certain terrain (*see Terrain Summary Chart*).

For example, let's say you move a Calvary unit on a Plain. A Calvary unit has 6 Mobility Points, and a Plain requires 2 Mobility Points. 6 / 2 = 3, so the Calvary unit will be able to move over 3 HEXes of Plains. But if the first HEX the unit crosses is Hills (3 Mobility Points required), the unit's Mobility Points will decrease to 3 (6 - 3 = 3). The unit will then only be able to advance over 1 grassy plain, resulting in a total of 2 moves for that turn. When the terrain requires many Mobility Points (for instance, Walls or Moats), you may have to save your unit's Mobility Points for several turns before it will be able to pass that terrain. Use the command **WAIT** to amass Mobility Points.

(2) ATTACK

Attack an enemy unit. As your opponent will probably counterattack, both sides will lose Soldiers. The amount of casualties changes depending on the terrain. A unit must be next to an enemy unit in order to attack.

[1] <Ordinary> (Field and Siege Warfare)
This is the most frequent method of attacking with swords.

[2] <Rifle> (Field and Siege Warfare, Rifle Unit Only)
During the feudal period in Japan, attacking with newly introduced rifles proved to be a more powerful form of attack than attacking with swords alone (Ordinary). However, rifles need to be reloaded after use, so you cannot attack with rifles on two successive turns. The Soldiers' Skill and Arms levels will determine how fast Rifle units can re-load their rifles.

[3] <Charge> (Field and Siege Warfare)
All Soldiers in the unit rush into the enemy unit to kill or be killed honorably. A Charge will end in one of three ways:
(A) One of the units will be destroyed, and the Samurai commanding the unit will die.
(B) The attacking unit will be forced back to the HEX it occupied before Charging.
(C) The Charging unit will break through the enemy forces and end up in the HEX on the other side of the enemy. If used skillfully, the outcome can be a highly advantageous one.

[4] <Storm Gate> (Siege Warfare, Attacking Unit Only)
The Castle in Siege Warfare has a series of fortified Gates and Walls to protect the Daimyo's army from enemy attack. An attacking unit cannot break a Wall, but it can repeatedly Storm a Gate until the Gate's Defense level reaches 0 and the Gate opens. Because there is no counterattack, Storming a Gate does not reduce the Soldiers in a unit.

[5] <Ambush> (Field Warfare, Infantry Unit Only)
Use the Ambush command to conceal your unit. Since enemy units cannot see you, they are likely to move into you, automatically resulting in Surprise attack against them. You must be in Ambush before you can order a Surprise attack (see following explanation). However, if a unit in Ambush moves, it will no longer be concealed. A unit cannot Ambush inside the Castle compounds.

(2') SURPRISE (Field Warfare, Infantry Units Only)
Launch an attack when in Ambush. Surprise attacks are stronger than Ordinary attacks. If an enemy unit tries to move into the same HEX as a unit in Ambush, the results are the same as a Surprise attack. At night, if you move into a HEX next to an enemy unit hidden in the darkness, thus exposing the enemy unit, and continue to move into the enemy unit's HEX, you can also launch a powerful Surprise attack.

(3) WAIT (Field and Siege Warfare)
By not moving for a turn, your unit builds up strength. For each turn it waits, a unit gains 1 Mobility Point until it has amassed the maximum of 10.

(4) FLEE (Field and Siege Warfare)
Retreat to an adjacent Fief. After entering the Castle compounds in Siege warfare, the chances for safe retreat are narrow. If the commander uses this command during Field warfare, the following two sub-commands will appear.
[1] <Other Fief>
Retreat to a Fief under the control of your Daimyo, or to an Empty Fief.
[2] <Castle>
Withdraw your units inside the Castle compound. Use this command when you want to switch from Field to Siege Warfare. The commander must be on the Castle HEX on the Field Warfare map to use this command.

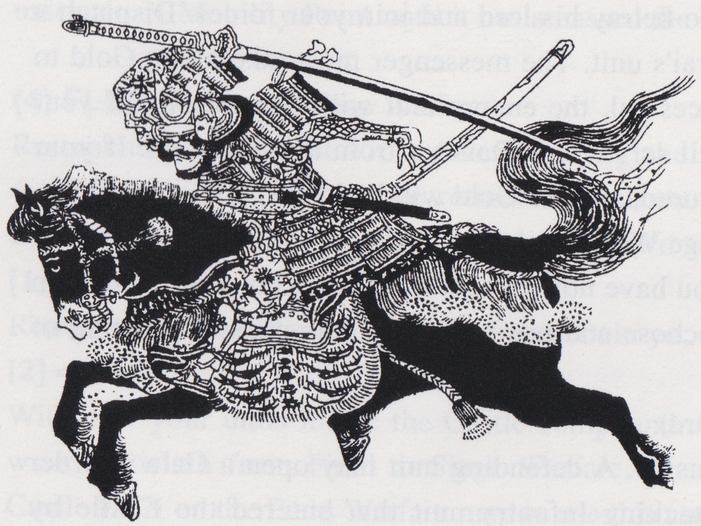
(5) VIEW (Field and Siege Warfare)
View data on any of the units involved in the HEX War. Use the numerical keypad to indicate which unit's Samurai you wish to view. Hit RETURN and the Samurai's face, name, and data will appear. You can view any unit you wish, but viewing an enemy unit costs 2 Gold. When you are finished viewing, hit [0]. Executing the View command does not consume a unit turn.

(6) SPY
Spying involves sending ninja to another unit.
[1] <Bribe> (Field and Siege Warfare)
Persuade an enemy's Samurai to betray his lord and join your forces. Dispatch a messenger to the enemy Samurai's unit. The messenger must take along Gold to cover the arrangements. If successful, the enemy unit will become one of your own units, and the Samurai will serve your Daimyo from that point on. If your messenger fails, he will be captured, and the Gold will be lost.
[2] <Reinforce> (Field and Siege Warfare)
Call in those Samurai whom you have not yet sent to battle. Choose and position reinforcements exactly as you chose and positioned fighters at the beginning of the HEX War.
[3] <Open Gate> (Siege Warfare)
Open a Castle Gate from the inside. A defending unit may open a Gate in order to move through it, or, an attacking Infantry unit that entered the Castle by

climbing over the Castle Wall may open the Gate from the inside for other attacking units. A defending unit can open a Gate whenever it encounters one, whereas an attacking unit can only use this command when it is already inside the Castle compound.

***To View Terrain Under Units**

If you hit the [0] key when asked for a command, the units will disappear to expose the terrain of the HEX map. Hit any key and the units will reappear. As this is not a command, it does not consume a unit's turn.



VI. GAME HINTS

You may have been unable to win NOBUNAGA'S AMBITION II even at level 1. Don't be discouraged - we designed this game to be challenging. The list below describes some of the snares that will most likely trip up beginners. Once you master a few tricks, you will find the game much easier to play.

*** Are you treating your people fairly?**

Have you been exploiting your people for all they are worth, or neglecting internal affairs? When the people's Support drops too low, Tax revenue falls and the chance of an Uprising increases. Support can never be too high.

*** Are you rushing into wars?**

Are you putting too much effort into territorial expansion? If you fight an enemy whose military strength is comparable to yours, you may conquer his Fief, but you will also sap your Soldiers' strength and leave your Home Fief vulnerable to attack by a different enemy. You must stabilize your old and newly-acquired Fiefs before proceeding to invade new territories.

*** Are you hiring too many Soldiers?**

This problem also arises from being too eager to expand. If the amount of Soldiers you hire is out of proportion to your Fief's resources, the cost of Soldiers' stipends may wipe out your Gold and leave you deserted. It is not a good idea to face an attack without reinforcements. Make sure your domestic

situation is secure before preparing for battle.

*** Are you missing chances to win?**

The perfect time to attack an adjacent Fief is right after it has attacked another Fief because at this time its defenses are weak. Observe your neighbors' actions, and move quickly when you see a chance for victory.

*** Are you making too many enemies?**

A Daimyo, no matter how strong, cannot expand his territory if he is encircled by enemies. So that you will not have to face being squeezed on all sides (or even on one side) by enemies, maintain friendships with the Daimyos of outside Fiefs.

*** Are you considering the season before acting?**

For example, it's a waste to Hire Soldiers in February and August, when you must pay Soldiers' stipends the next month. It's most advantageous to Develop the Town during Fall and Winter before Spring Tax collection, and to Cultivate Land and increase Flood Control in Spring and Summer before Fall Harvest and Tribute collection. Note that the market price of rice changes seasonally. Keep in mind the distinctive features of each season when planning your strategy.

*** Have you been spending your Daimyo's Body Points carelessly?**

If an enemy attacks when the Daimyo's or Governor's Body Points are below 10,

he will be too tired to fight, and will be forced to surrender the Fief. Therefore, you must never allow your Daimyo's Body Points to sink below 10. Remember that commands such as **<Reassign Men>** and **<Give Rewards>** consume the Daimyo's Body Points.

*** Are you fully utilizing the talents of your Samurai?**

Samurai with low Political Influence cannot efficiently execute commands concerning internal affairs. They can, however, be used as spies to gain information about enemy Fiefs.

*** Are you overly daring in war?**

In HEX War, do you attack opponents who are clearly too strong for you? Sometimes you must wait patiently for the right opportunity, or retreat while you are still able.

VII. HISTORICAL NOTES

To further your enjoyment and understanding of NOBUNAGA'S AMBITION II, we have included historical background on the characters and events on which this game is based. By reading how the actual warlords sought to conquer Japan, you can learn valuable strategy to employ as well as important information on your fellow Daimyos. All names are presented in Japanese fashion: family name first, then given name. Please also note that as Japanese words can become extremely long when romanized, we have shortened some of the longer Samurai and Fief names to make for easier game play. For better historical accuracy, however, the correct names, along with our shortened versions, appear in this section of the manual.

1. THE CIVIL WAR ERA

During the 15th and 16th centuries, the Japanese people experienced the most turbulent and violent period they have ever known. This period of Japanese history, which lasted from 1467 to 1568, is called *Sengoku Jidai*, or the Civil War Era.

The first revolt against the central ruling power of the Shogun started in the capital city of Kyoto (in the Fief Yamashiro) due to succession conflicts within the Ashikaga Shogunate. As the Shogun's authority and power weakened, military lords began to carve Japan into provinces, or Fiefs, which they ruled in a feudalistic manner. These great military lords were referred to as *Daimyo*, or "Great Names".

Takeda Shingen, Uesugi Kenshin and Mori Motonari were famous Daimyos who survived the succession of wars during this period of conflict. These Daimyos succeeded because they were highly capable warriors and clever administrators. To increase their influence, they would take land that had formerly belonged to other powerful warlords and allot it to their own vassals and local governors. These men also fostered the development of the local economies by building castle towns and protecting them with their military might.

Two major foreign influences helped to shape the events of the Civil War Era. In 1543 the Portuguese brought guns for trade in Japan. Firearms made an immediate impact on warfare in Japan. Six years later, Spanish missionaries introduced Christianity. As Japanese Buddhism of the time was heavily politicized and had lost much of its religious value, Christianity spread rapidly.

Oda Nobunaga was the first warlord to forcibly stop most of the incessant warring of the Civil War Era. Born to Oda Nobuhide in 1534, he succeeded his father as a Daimyo in Owari at the age of 17.

Incorporating the new use of firearms with high troop mobility, Nobunaga brought Owari under his dominion (Scenario 1 *Warlord Rivalry* begins just after the unification of Owari.). Nobunaga then defeated Imagawa Yoshimoto of Suruga in a surprise attack within his own territory. Ruthless both in and out of battle, Nobunaga demonstrated no remorse in annihilating anyone that stood in

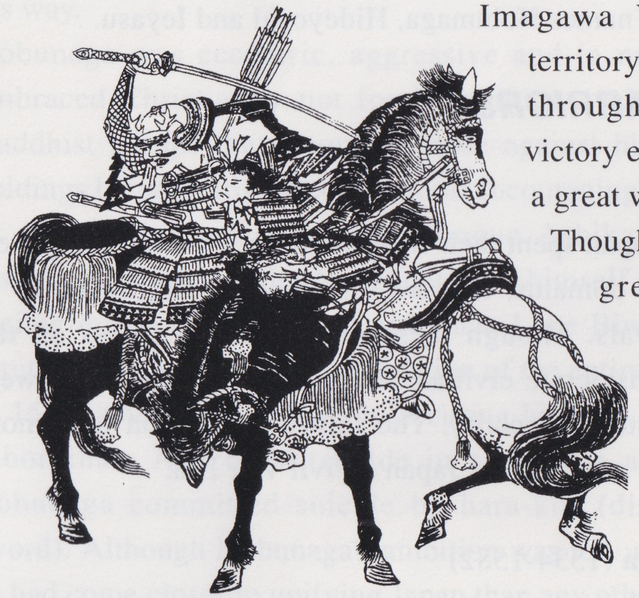
his way.
Nobunaga was eccentric, aggressive and in many ways Machiavellian. He embraced Christianity not for its religious value but as a means to oppress Buddhist groups that frequently rose against him. He strenghtened territorial holdings by permitting free trade and encouraging local economic growth.
In 1573 Nobunaga ousted the Shogun Ashikaga Yoshiaki from power. But instead of claiming the Shogunate for himself, Nobunaga installed a puppet regime in Kyoto. Builing a castle near Lake Biwa, in Omi, he manipulated the capital towards his goal of unification of the entire country.
In 1582, when he was close to securing his goal, Nobunaga was befallen by his subordinate Akechi Mitsuhide in a surprise attack. Trapped and defeated, Nobunaga committed suicide by hara-kiri (disembowelment with his own sword). Although Nobunaga's ambition was left unfulfilled, in fifty years of life, he had come closer to unifying Japan than any other leader.
Upon hearing of his master's death, Nobunaga's most trusted general, Toyotomi Hideyoshi (formerly Hashiba Hideyoshi) avenged Nobunaga's death by killing Mitsuhide. Hideyoshi secured Nobunaga's domain for himself and by 1590 had essentially unified Japan under one ruler. After Hideyoshi's death (of old age), Tokugawa Ieyasu, another former general of Nobunaga, began three hundred years of stable centralized government for Japan which is now known as the Tokugawa period.
Today the Japanese revere these three great unifiers of their country as heroes,

referring to them by their given names Nobunaga, Hideyoshi and Ieyasu.

2. LIVES OF THE WARRIORS

The Daimyos of 16th century Japan spent their lives crossing and recrossing their land to defend or enlarge their domains, to ward off powerful neighbors, or to gain mastery over weaker rivals. Though these men were merciless on the battlefield, many were also considerate civilian leaders who led their followers through periods of unprecedented prosperity. The following section tells more about these intriguing men who ruled during Japan's Civil War Era.

Oda Nobunaga (1534-1582)
Fief 17: Owari
Nicknamed the "Simpleton of Owari" for his eccentric dress and crass style, Oda Nobunaga led Japan from disarray to nearly-unified nationhood. He began his career at the age of 17, when he succeeded as Daimyo of his family domain in Owari (east-central Japan).
In 1560, Nobunaga first asserted his strength as a major contender for power over Kyoto (capital and center of the Ashikaga Shogunate), in Omi. He ambushed and conquered



Imagawa Yoshimoto within his own territory as the Imagawa army wound through Owari towards Kyoto. The victory established Nobunaga's stance as a great warlord.

Though his ambition as a warlord was great, many obstacles stood between him and national conquest. There was opposition from the Buddhist monasteries around the capital; their allies lay to the south and west. However, by forming an alliance with Tokugawa Ieyasu early on, he was protected from his Kanto area rivals (around present-day Tokyo): the Takeda, Uesugi and Hojo clans. Following the death of Shogun Ashikaga Yoshiteru, the capital opened up and Nobunaga set his sights on Kyoto. In 1568, in a strategic move, he escorted Ashikaga Yoshiaki into Kyoto and personally declared him Shogun. Yoshiaki was installed specifically under Nobunaga's control, in a puppet regime. Through him Nobunaga directed Capital interests towards his

own goals.

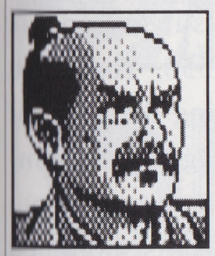
With this newly acquired power, Nobunaga was able to strike out at the monasteries in his way. In 1571, he came down on the Tendai Buddhists in the most horrific act of his career. Ignoring all religious sanctity, he set fire to Mt. Hiei, where the monks were centered. 3000 buildings were destroyed and thousands of monks perished in the ruthless assault. He spent the next two years eliminating all remaining opponents from the capital area. Ousting Shogun Yoshiaki, Nobunaga became the undeclared leader of central Japan. After he had developed the resources of his new territory, he built the great military fortress Azuchi Castle near Lake Biwa, Omi.

By maintaining his alliance to the east, Nobunaga was free to prepare an attack against his western rivals. In 1577, he set out for Chugoku (the far end of Honshu), where the Mori clan retained power over 12 Fiefs. Having swiftly conquered five Mori Fiefs at the start, Nobunaga was preparing to mount his next campaign when he was cornered by a traitor among his own forces. In the face of impending defeat, he took his own life by *hara-kiri* (disembowelment by sword), dying at the age of 49. Nobunaga had been thwarted just short of fulfilling his life-long ambition.

Uesugi Kenshin (1530-1578)
Fief 1: Echigo Fief 2: Kozuke
Uesugi Kenshin, known as "The Dragon of Echigo," seized his elder brother's rightful position when he became leader of Echigo at age 18. Therafter, he struggled bitterly against rival Daimyos Takeda Shingen and Hojo Ujiyasu to gain domination of the Kanto plain (area around present day Tokyo).
Late in life, after adding the province of Noto to his empire, Kenshin revived his hopes of national conquest. Before he could act further he died of apoplexy at age 49.

Takeda Shingen (1521- 1573)
Fief 5: Shinano Fief 6: Kai
As his nickname "The Tiger of Kai" suggests, Takeda Shingen was a ruthless predator- he banished his own father in order to seize control of Kai. He outmaneuvered Uesugi Kenshin for possession of Shinano, and then proceeded to extend his territory westward, crushing one of his most formidable enemies, Tokugawa Ieyasu. Shortly therafter, he died of illness on the battlefield.
Shingen's son Katsuyori tried to continue his father's conquests, but was suppressed by the allied armies of Ieyasu and Nobunaga, eventually taking his own life.

Hojo Ujiyasu (1515-1571)
Fief 3: Musashi Fief 7: Sagami
Fief 8: Izu
Hojo Ujiyasu unwillingly shared control of the Kanto plain (area around present-day Tokyo) with Takeda Shingen and Uesugi Kenshin. Having allied with Oda Nobunaga in order to avoid being conquered by him, Ujiyasu was forsaken by Nobunaga's successor, Toyotomi Hideyoshi. Hideyoshi surrounded the Hojo family's castle in Sagami with an overwhelming force. When the Hojo Clan surrendered, Hideyoshi forced their leaders to commit suicide.



Satomi Yoshitaka (1512-1 574)
Fief 4: Awa (written as Awakazu in the game)
Satomi Yoshitaka had to kill his cousin who had murdered his father in order to claim his rightful inheritance, the province of Awa. Though his attempts to expand westward were blocked by the Hojo clan, Yoshitaka managed to solidify his hold over Awa. Late in life Yoshitaka entered the priesthood and passed on the rule of the land to his son Yoshihiro.

Imagawa Yoshimoto (1519-1560)
Fief 9: Suruga Fief 10: Totomi

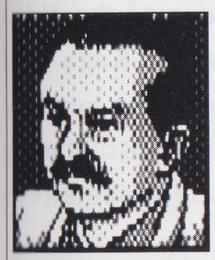
Yoshimoto escaped the monastery where he had been imprisoned since childhood by men out to usurp his family's territory. Since the Imagawa clan was related to the Ashikaga Shogunal family, Yoshimoto felt entitled to the Shogunal capital, Kyoto. While marching toward the capital through the province of Owari in 1560, he was ambushed by the young upstart Oda Nobunaga and died a shameful death.

Saito Yoshitatsu (1527-1561)
Fief 16: Mino

Yoshitatsu was the eldest son of Saito Dosan, a commoner who managed to raise himself from a lamp oil peddler to Assistant Governor of Mino. Dosan neglected Yoshitatsu, giving his rightful inheritance to his younger brother. In 1556, Yoshitatsu avenged the slight by killing his father and seizing the reins of the government. Since Dosan was Oda Nobunaga's father-in-law, Nobunaga rushed into Mino on the pretext of retaliation. However, Yoshitatsu held off his attack. (Yoshitatsu is shortened to Yoshi in the game.)

Jinbo Nagamoto (? - ?)
Fief 12: Etchuu

Nagamoto built Toyama Castle, and then was forced to defend it against the greedy Shiina clan. But the Shiinas had powerful allies. In 1560 Uesugi Kenshin invaded Etchuu on their behalf and forced Nagamoto to abandon his castle and flee. Later, when the Shiina broke ties with Uesugi Kenshin, Nagamoto took his opportunity to get his revenge by entering Kenshin's camp and provoking a riot.



Anegakoji Yoshiyori (? - ?)
Fief 13: Hida

Yoshiyori was in the uneasy position of being pinched between two mighty conquerors, Takeda Shingen and Uesugi Kenshin. In 1564, after enduring a fierce attack, Yoshiyori finally agreed to serve Takeda. Under Yoshiyori's successor, Yoritsuna, the Anegakoji clan recaptured most of Hida, only to lose it again to the forces of Toyotomi Hideyoshi.

Hatakeyama Yoshitsuna (? - 1577)
Fief 11: Noto

When Yoshitsuna succeeded his father as Daimyo of Noto, he

was violently opposed by rival leaders within the province, and thus had little political power. In 1566 one of his rivals led a successful rebellion and exiled Yoshitsuna and his father. Without success, Yoshitsuna tried to recapture his tenuous hold on Noto, but in the confusion that ensued, Noto was taken over for good by Uesugi Kenshin. (Hatakeyama is shortened to Hakeyama in the game.)

Honganji kosa (1543-1592)
Fief 14: Kaga
Honganji Kosa was not a Daimyo but the leader of the Ikko Buddhists, a sect centered at Honganji monastery. Kaga had been governed by the Honganji priests since nearly a century before, when members of the sect, protesting the consolidating attempts of the Daimyo, expelled the Daimyo's representatives from the area.
When Oda Nobunaga, who loathed the Buddhist establishment, came to prominence, Kosa filled Honganji Temple with his followers and resisted Nobunaga for ten years. In the end, however, Kosa accepted Nobunaga's peace proposal and ended their prolonged resistance against Nobunaga.

Tokugawa Ieyasu (1542-1616)
Fief 18: Mikawa
Ieyasu's father, Daimyo of an area including about half of Mikawa, had submitted to the overlordship of the nearby Imagawa clan. But when Imagawa Yoshimoto was defeated by Oda Nobunaga in 1560, Ieyasu, who had succeeded as head of his house, allied with the victor. By 1568 the family had taken over the entire province of MIkawa. During the years of Nobunaga's conquest of central Japan, Ieyasu attempted to fight off the attacks of the Takeda and Hojo clans and absorb as much as possible of the former Imagawa territories. By the time of Nobunaga's death, Ieyasu had assumed all of Imagawa's territories, and was on the verge of winning those of the Takeda clan.
Ieyasu faithfully served Nobunaga's successor Toyotomi Hideyoshi despite his growing personal ambitions. After Hideyoshi's death in 1598, Ieyasu seized his chance at national power and founded the Tokugawa Shogunate, which lasted for the next 250 years.

Kitabatake Tomonori (1528-1576)
Fief 21: Iseshima (shortened to Ise)
The Kitabatake clan had ruled Ise for generations. But when

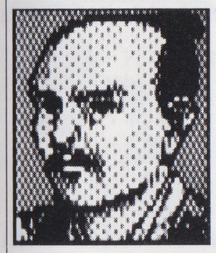
Tomonori began to extend his influence outside of Ise, he was quickly attacked by Oda Nobunaga. Tomonori barricaded himself within his family castle and refused to surrender. In the end, he and Nobunaga reconciled by arranging that Tomonori would take Nobunaga's son Nobukatsu as his adopted child. Later, Nobukatsu assassinated his adoptive father. (Kitabatake is shortened to Kitatake in the game.)

Rokkaku Yoshikata (1521-1598)
Fief 20: Iga

In 1558 Yoshikata fought and defeated Miyoshi Nagayoshi in order to protect the rule of Shogun Ashikaga Yoshiteru in Kyoto, the capital city. The following year, the Shogun's palace was attacked by a Miyoshi follower and the Shogun committed suicide. A priest, Gakkei, then came upon the scene, donning the name Ashikaga Yoshiaki, and laid claim to the Shogunate. Oda Nobunaga employed his army to establish the disguised priest Yoshiaki as the new Shogun, but Nobunaga himself assumed true power. Yoshikata was forced to submit to Nobunaga's rule.

Asai Nagamasa (1545-1573)
Fief 19: Omi

After establishing dominance over northern Omi at the age of 15, Nagamasa extended his influence to southern Omi by marrying Oda Nobunaga's sister, Princess Oichi, thus forming an alliance with Nobunaga. But when Nobunaga attacked Nagamasa's friend Asakura, thereby breaking the alliance, Nagamasa helped Asakura deter Nobunaga's forces. Outraged, Nobunaga combined troops with Tokugawa Ieyasu and returned to attack both Nagamasa and Asakura in the bloody Battle of Anegawa. When Nagamasa retreated to Odani Castle, Nobunaga's army laid siege. Faced with defeat, Nagamasa committed hara-kiri (disembowelment by sword) at age 29.



Asakura Yoshikage (1533-1573)
Fief 15: Echizen

By decree of his father, Asakura Yoshikage became ruler of Echizen at age 16. When Asakura refused to help install Ashikaga Yoshiaki as Shogun, Yoshiaki turned to Oda Nobunaga, who cleared the way for Yoshiaki to claim legitimacy to the Shogunate. Later, when Nobunaga's territorial greed surfaced, Asakura allied with Yoshiaki against Nobunaga. Enraged by their plot in defiance of his power, Nobunaga joined forces with Tokugawa Ieyasu to destroy Asakura and ally Asai

Nagamasa in the Battle of Anegawa. With Asakura's death by hara-kiri, the formerly illustrious Asakura clan came to an end.

Miyoshi Nagayoshi (1523-1564)
Fief 23: Yamato Fief 25: Settsu-Izumi (shortened to Settsu)
Fief 35: Sanuki Fief 36: Awa
When his father was killed in a fraternal struggle for power, 10 year-old Nagayoshi inherited the estate. Nagayoshi served under Lord Hosokawa Harumoto until 1549, when he broke from Harumoto and became a supporter of Shogun Ashikaga Yoshiteru. However, Nagayoshi soon attacked and defeated the forces of both Harumoto and Shogun Ashikaga, and seized control of the capital Kyoto. In Kyoto, he set up his own government and assumed all the power of Shogun.

Ashikaga Yoshiteru (1536-1565)
Fief 22: Yamashiro (shortened to Yamashi)
Thirteenth Shogun Ashikaga Yoshiteru's constant battles with arch enemy Hosokawa Harumoto finally forced him to flee from the capital and seek refuge elsewhere in Omi. In 1558 Yoshiteru reached a compromise with Harumoto and was able to return to the capital. Yoshiteru maintained a relatively secure position in

Kyoto until an ardent supporter of Miyoshi, Matsunaga Hisahide, launched a sudden attack on the Shogun's palace. Faced with no way out, the Shogun committed suicide.

Suzuki Sadayu (?-1585)
Fief 24: Kii
Sadayu's strength lay in his zealous supporters and his close relations with rifle producers. His soldiers were so notorious that other Daimyos sought to hire them as mercenaries for their own armies. His youngest son Shigehide is known for his hatred of Oda Nobunaga.

Hatano Hideharu (?-1579)
Fief 26: Tamba
During the power struggle between Shogun Ashikaga Yoshiaki and Oda Nobunaga, Hideharu sided with Shogun Ashikaga. To preserve control over the Sogun, Nobunaga ordered his Field Commander, Akechi Mitsuhide, to attack Hideharu. After a long siege at Yakami Castle, Mitsuhide turned over his own mother as hostage to Hideharu to guarantee the Hatanos' safety upon surrender of the castle. But when the Hatano brothers emerged from their stronghold, Nobunaga killed them. Enraged at the

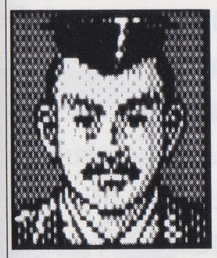
treachery, Hideharu's men murdered Mitsuhide's mother. Nobunaga's utter disregard for the life of Mitsuhide's mother is said to have led to Mitsuhide's deadly revenge against Nobunaga at Honnoji Temple.

Isshiki Yoshimichi (?- 1579)
Fief 27: Tangowakasa (shortened to Tango)
When discord arose between Shogun Ashikaga and Oda Nobunaga, Yoshimichi allowed the Shogun to take refuge in his castle. Nobunaga viewed this act as treason. Yoshimichi was forced to fight Nobunaga's supporters Hosokawa Fujitaka, his son Tadaoki, and later Akechi Mitsuhide. Yoshimichi's trusted vassals defected one after another. Completely isolated, Yoshimichi committed suicide in 1579.

Yamana Toyokuni (?-1626)
Fief 28: Inabatajima (shortened to Inaba)
Toyokuni tried to prevent Oda Nobunaga from taking over his domain by allying with the powerful Mori clan to the west. But when Nobunaga's General Hashiba Hideyoshi surrounded Toyokuni's base at Tottori Castle, Toyokuni fled. Even after Toyokuni's defection, his remaining troops put up the fiercest,

bloodiest fight of the entire Civil War Era. Later, in the Battle of Sekigahara, Toyokuni sided with Tokugawa Ieyasu and was allowed to remain a Tokugawa ally.

Akamatsu Yoshisuke (?-1576)
Fief 29: Harima
The Akamatsu house was at its height during the 14th century, around the time the Ashikaga Shogunate was formed. However, by Yoshisuke's generation, their military power had declined to the point where Yoshisuke was forced to submit to the overlordship of Nobunaga. The Akamatsu family's remaining power disintegrated in 1569 after their defeat by Uragami Munekaga. Yoshisuke's last heir, Norihide, was killed in the Battle of Sekigahara.



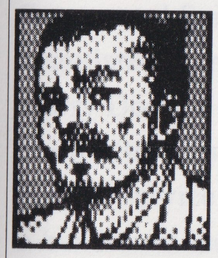
Ukita Naoie (1529-1560)
Fief 31: Sanbi
A powerful lord who controlled the entire Sanbi region bordering on the inland sea, Naoie was known for changing sides as he saw fit. When Nobunaga began to take over the southwestern region of Japan, Naoie first joined forces with Daimyo Mori Motonari but then sided with Nobunaga. Naoie died of illness at

age 53, but Hideyoshi (Nobunaga's successor) allowed his son Hideie to continue as Daimyo of his family's domain.

Amago Haruhisa (1514-1560)
Fief 30: Izumohoki (shortened to Izumo)
During his grandfather's time, the powerful Amago clan controlled a vast area of Kyushu island. But by the time Haruhisa became Daimyo at age 23, the clan was in decline due to internal struggles and the loss of the support of the Mori clan. Soon Haruhisa lost control of his domain in Kyushu, and the once formidable Amago clan never resurfaced.

Mori Motonari (1497-1581)
Fief 32: Iwami Fief 33: Aki
Fief 34: Suonagato (shortened to Suo)
Motonari murdered his two brothers to become the head of the Mori clan, an act which would haunt him to his deathbed and cause him to urge his own sons to work together. When he first came to power, Motonari had to answer to the Amago clan, but he later broke with them and sided with their enemy. Motonari sought to unify the entire southwestern area under his rule. He gathered intelligence on his enemies and then supplied their

spies with misinformation. By fooling his enemies, Motonari was able to confuse and destroy opposing armies.
After his death, his heir Terumoto fought against the advancing armies of Nobunaga. When Nobunaga's General Hashiba Hideyoshi gained control of the domain, Terumoto became his vassal and was given the same rank as a senior minister in the Toyotomi government.



Kono Michinobu (?-1581)
Fief 37: Iyo
Fighting age-old archenemy Chosokabe Motochika to the east, Otomo Yoshinori to the west, and quelling uprisings staged by his own Samurai, Michinobu drained his energy and resources. When his son Michinao succeeded him as Daimyo, he was forced to defend his domain on Shikoku island from the invasion of Toyotomi Hideyoshi's forces. The Kono troops were crushed and Michinobu was forced to surrender. The Kono clan's provinces were given to a Toyotomi general.

Chosokabe Motochika (1539-1599)
Fief 38: Tosa
Although more mild looking than his father who had been

known as the "Wild Tiger," Motochika proved to be an able military leader. By 1585 he had gained control of the entire island of Shikoku. However, he was soon attacked and defeated by Toyotomi Hideyoshi. Hideyoshi allowed Motochika to keep the Tosa province, where he remained until his death in 1599.

3. THE NOBUNAGA METHOD

A man's life is fifty years
In the universe what is there but dream and illusion?
Is there any who is born and does not die?

The Simpleton of Owari

Nobunaga was born in the third month of the third year of the Tensho Era (1534) in Nagoya Castle as the third son of Nobuhide Oda. Called Kitsuboshi in his childhood, Nobunaga had a fiery temper and was not content unless he had everything exactly his own way. Even in infancy, his high-strung temper was evident. In the course of his tantrums, he often bit his nurse, forcing his parents to change nurses on a number of occasions.

Declared to be of age at 13, young Kitsuboshi took the name Nobunaga. War clouds were already hanging heavy over the country and in the following year he

fought his first battle in Mikawa, under the guardianship of Hirate Masahide.

Even allowing for his short temper, the rude and eccentric manners of the young lord of Owari were grating to everyone around him. He wore a red sheathed sword on his hip, molested women in public, and in violation of the most basic Japanese etiquette, ate while walking in public. His brash behavior earned him the nickname "Simpleton of Owari". But when it came to studying martial arts, Nobunaga was a disciplined and dedicated student.

Nobunaga's father Nobuhide had a deep hatred for Imagawa Yoshimoto of Suruga and Saito Dosan of Mino, his hereditary enemies. Yet, in 1551, Nobuhide negotiated a truce with Saito Dosan, and the following year he had Nobunaga marry Dosan's daughter Nohime. Nobunaga was 16 and Nohime was 13.

Soon after this Nobunaga's father died of illness. Nobunaga arrived late for the funeral service wearing an outlandish outfit. He marched up to the altar, grabbed a handful of incense powder and defiantly threw it at his father's tablet. Some say that this absurd conduct was a rouse to fool neighboring warlords into lowering their guard against him. Although a Buddhist priest at the funeral service described Nobunaga as "a person of sufficient caliber to maintain peace in the country," his guardian, Hirate Masahide, did not view him in the same light. Masahide committed hara-kiri, suicide by disembowelment, in remonstration of Nobunaga's folly.

Upon his father's death, Nobunaga inherited the family domain over the heads of his two elder brothers. His father-in-law Saito Dosan set up a meeting to assess

the young lord's abilities. As was his wont, Nobunaga came to the appointed meeting in strange attire with a company of soldiers armed with 500 long spears and rifles. Saito Dosan watched Nobunaga from behind a tree, and while alarmed at the show of weaponry, proudly called out, "You can't fool me by pretending to be an eccentric." When Dosan entered the meeting room, he was surprised to find Nobunaga every bit a young lord, with his hair properly done up and appropriately attired in formal dress. After learning more about the young lord Dosan muttered to himself, "Regrettable as it is, my sons will have to tether their horses outside Nobunaga's gate."

This account shows that as early as the mid-16th century, Nobunaga was far-sighted enough to acquire a store of powerful arms. Discontent with conventional wisdom, Nobunaga used his imagination to devise and employ new tactics, a trait which would set him ahead of his rivals.

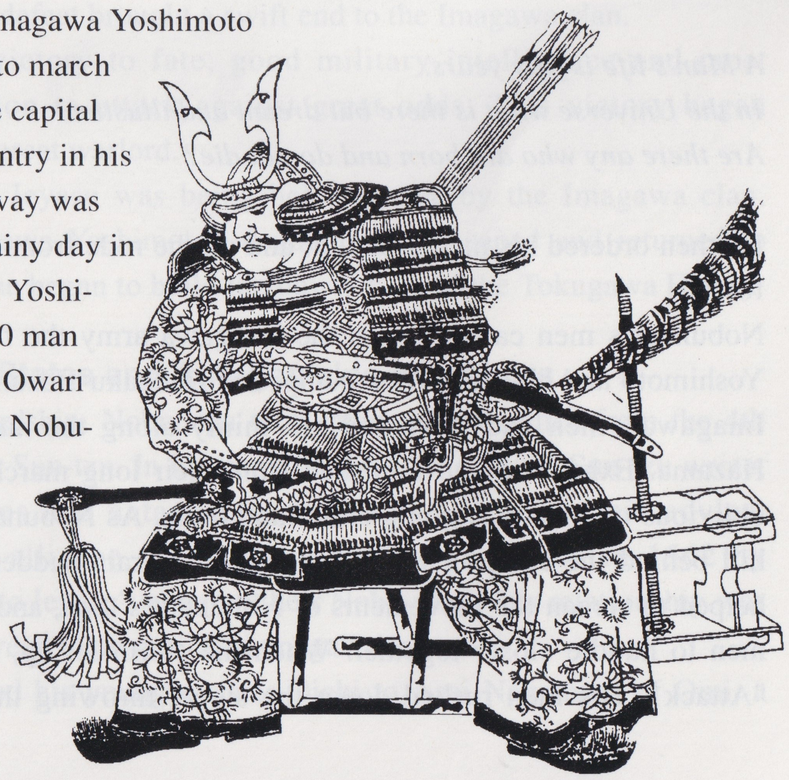
Fratricidal struggles for power continued in Owari. Capturing Kiyosu Castle and killing his own brother Nobuyuki, Nobunaga succeeded in bringing Owariunder his control. Nobunaga then sought to spur agriculture in the Owari plain by building embankments and digging irrigation canals. He was not, as some may suppose, simply a tyrant obsessed with conquest; he was interested in the interior unity of his territory, too.

Outside Owari, the situations in neighboring provinces became worse. In Mino, Nobunaga's father-in-law Saito Dosan was killed in a battle his own, Yoshitatsu, son had waged against him. The Owari-Mino alliance collapsed after Dosan's

death under Yoshitasu's dominance. In Suruga province, Imagawa Yoshimoto was awaiting the opportunity to cut through Nobunaga's territory on his way to take the capital, Kyoto.

A Surprise Attack on Imagawa at Okehazama

The Imagawa clan was a distinguished family related to the Ashikaga Shogunate. Imagawa Yoshimoto burned with the desire to march on Kyoto, take over the capital and have the entire country in his grasp. Standing in his way was Oda Nobunaga. On a rainy day in May of 1560, Imagawa Yoshimoto ordered his 25,000 man army to march through Owari Province, crushing Oda Nobunaga's troops if they resisted.



Oda Nobunaga was too proud to let an army pass through his domain unchallenged.

With Imagawa's army already in Owari, Oda gathered a mere 2,000 men. He was faced with either a crushing defeat or holding out in his castle. His vassals gathered in a war council and recommended holding out in Kiyosu Castle. But Nobunaga had already made up his mind. He would launch a surprise attack.
That night Nobunaga sprang from his bed and chanted a verse of Noh, a type of classical Japanese drama. The piece, called Atsumori , went as follows:

A Man's life is fifty years.
In the Universe what is there but dream and illusion?
Are there any who are born and do not die?

He then ordered his men to mount and out he rode from his castle with his small force.
Nobunaga's men caught up to the Imagawa army the following day. Imagawa Yoshimoto and his army were camped at Dengaku-Hazama taking a lunch break. Imagawa's men had to spread out thinly along the narrow strip of ravine at Hazama. Exhausted and famished from their long march, Imagawa's men were oblivious to what was going on around them. As Nobunaga's men drew near the hill behind the camp, a violent downpour of rain suddenly broke out. The rain helped to screen the movements of Nobunaga's men, and also caused Imagawa's men to huddle closer together. When the storm let up, Nobunaga commanded, "Attack!" His men rushed down the slope, throwing the unprepared Imagawa

camp into complete confusion.
During the ensuing battle, one of Nobunaga's men stormed into Imagawa's headquarters and hurled his spear at the leader. Imagawa cut the shaft of the spear with his sword before it struck him, but before he could make another move, another of Nobunaga's men rushed up and beheaded him. With the loss of their leader, Imagawa's army retreated, leaving behind 3,000 dead or dying on the field. This crushing defeat brought a swift end to the Imagawa clan.
Nobunaga owed his victory to fate, good military intelligence and most importantly his decision to attack against great odds. This victory began Nobunaga's career as a great warlord.
Meanwhile, Tokugawa Ieyasu was being held hostage by the Imagawa clan. Upon learning of Imagawa Yoshimoto's death, Ieyasu escaped and returned to Okazaki Castle, where he began to build the power base of the Tokugawa House.

Befriending Distant States and Antagonizing Neighbors

In his early years of lordship, Nobunaga took many of his tactics from the 4th century Chinese scholar Sun-tzu. In his book on the "Art of War" Sun-tzu wrote, "Befriend distant states and antagonize neighbors." Heeding this advice, Nobunaga formed an alliance with nearby Tokugawa Ieyasu in 1562 by betrothing his daughter to Ieyasu's apparent heir Nobuyasu. This relationship was to work effectively between them until Nobunaga's death.
Nobunaga then betrothed his younger sister Oichi to Asai Nagamasa of Omi, a

marriage that is considered to be one of the most politically motivated marriages in Japanese history. In the ensuing years, the three daughters born to Nagamasa and Oichi became involved in an unending series of tragedies.

Nobunaga also formed alliances with the powerful leaders Takeda Shingen of Kai and Uesugi Kenshin of Echigo. Thus neutralizing his potential enemies, Nobunaga built a castle at Komakiyama and launched an attack on Mino Province. .The Saito clan there had weakened considerably since the death of Saito Dosan. With clever tactics, Nobunaga's men forced the three key vassals of Daimyo Saito Tatsuoki to secretly assist Nobunaga .

At the same time, Nobunaga's general Hashiba Hideyoshi - later to take the name Toyotomi Hideyoshi - prepared for the attack on Mino Province by reinforcing his holdings in Sunomata.

The Mino Daimyo, Saito Tatsuoki, had shut himself up in his heavily fortified

Inaba-yama Castle. In one fell swoop, Nobunaga's superior forces captured Inaba-yama Castle. Tatsuoki fled for his life to the Asakura house in Echizen. Upon capturing the castle, Nobunaga changed the name of the province from Mino to Gifu. The proclamation of this decree was the first official document to bear the impression of the now famous Tenka-fubu, a seal proclaiming military rule.

Vagrant Shogun Ashikaga Yoshiaki

Around this time the 13th Shogun Ashikaga Yoshiteru was killed by his vassals. This unprecedented act undermined the authority of the Shogunate. Nonetheless, a monk named Gakkei in Nara City's Ichijo-in Temple vowed to take revenge for the death of the Shogun, his brother. Fleeing the temple, he took the name of Ashikaga Yoshiaki and began working out various schemes to install himself successor.

Finding asylum with Asakura Yoshikage, he sent word to Uesugi Kenshin and Takeda Shingen asking for their help, but both ignored his requests for support. Even his host Asakura refused to lead him to the seat as Shogun.

Nobunaga recognized Yoshiaki's predicament as a stroke of good luck, in terms of his own plans. If Nobunaga upheld the legitimacy of Yoshiaki's claim to the Shogunate by assisting him to the capital and hoisting his flag, he could then establish himself as the Protector of Justice. When finally approached, Nobunaga readily obliged Yoshiaki in his quest for the Shogunate.

Nobunaga conspired with Ashikaga Yoshiaki in 1568, in Mino. Two months later Nobunaga escorted Yoshiaki to Kyoto where the Emperor bestowed on Yoshiaki the title of Shogun. The speed with which this was accomplished illustrates Nobunaga's determination to support Ashikaga Yoshiaki. Overwhelmed, Yoshiaki admired Nobunaga as a close advisor, calling him "Father".
Although he refused Yoshiaki's offer to be appointed as deputy Shogun, Nobunaga obtained permission to place his officials in the three largest commercial centers of the day. Nobunaga thus opted for economic strength rather than praise. Then in order to stimulate commerce, Nobunaga removed all checking stations, used to collect taxes, and promoted the free market system within his domain.
Nobunaga may have showed a slight deference to Shogun Yoshiaki by building Nijo Castle for him, but it is clear that he thought of Yoshiaki as his puppet. The friendship between the two men was superficial, and bloody battles shortly broke out between them. With Nobunaga's power as a stigma to his reign, Shogun Yoshiaki was forced to seek refuge in the castle of one Daimyo after another, earning him the nickname "the Vagrant Shogun".
Meanwhile, Nobunaga continued his conquest of the country by stimulating dispute with Daimyos Asakura in Echizen and Asai in Omi. In an effort to convince other Daimyos of his control over the country, Nobunaga sent word to all Daimyos urging them to set up residence in Kyoto. Daimyo Asakura treated this invitation with silent contempt and began to conspire with Shogun Yoshiaki

against the power-hungry Simpleton of Owari. Nobunaga's true intention to usurp all power was clear to most. Outraged by the conspiracy, Nobunaga led an army against Asakura in Echizen.
To Nobunaga's surprise, Asai Nagamasa, Nobunaga's brother-in-law and trusted ally, turned against him and sided with Asakura. The Asai clan owed its lordship and prosperity to the assistance of the Asakura clan. To Asai Nagamasa, this relationship was stronger than his matrimonial obligations. Furthermore, Asai Nagamasa had made his alliance with Nobunaga conditional on receiving advance notice of any attack Nobunaga planned against Asakura Yoshikage. Asai viewed Nobunaga's failure to notify him as a breach of their pact. With Asai Nagamasa rising against him in Omi, once Nobunaga's army had invaded Echizen, they would be trapped between the forces of Asai and Asakura. Perceiving this danger, Nobunaga called off his forces and fled back to Kyoto.
After reorganizing his army and combining forces with Tokugawa Ieyasu, Nobunaga marched towards Omi in May, 1570. The allied forces of Nobunaga and Ieyasu, some 34,000 strong, approached the Anegawa River and faced the armies of Asai and Asakura, some 18,000 strong. The fierce battle which ensued, remembered as the Battle of Anegawa, lasted from five o'clock in the morning until two o'clock in the afternoon. Defeated by Ieyasu's forces, Asakura's forces fled to Odani Castle, Omi. Asai's forces were routed and fled to their castle elsewhere in Omi. The battle had been so fierce that the field they fought on was named Chi no hara, or the "Field of Blood".

Nobunaga did not chase his fleeing enemies far. He withdrew his army to Gifu, but left his general Hashiba Hideyoshi and his army at Yokoyama Castle, near to Odani Castle where Asakura had fled.

Nobunaga despised religion. This was due to his belief in rationalism, and augmented by the spirited resistance the Buddhist sects had put up against his campaigns to unite the country. Subsequent to the Battle of Anegawa, Nobunaga quelled uprisings staged by the Ishiyama Honganji Temple of Kyoto and the Ikko sect of Ise-Nagashima, Ise. Even during the Battle of Anegawa, he had been forced to divert some of his troops to a battle staged by the Ishiyama Honganji Temple, which was in collusion with Asai and Asakura. Later, Nobunaga waged war against Enryakuji Temple of Mount Hiei in Kyoto, which had been supporting the Asai and Asakura clans in their struggle against Nobunaga.

Nobunaga gave the Tendai Buddhists of Mt. Hiei an ultimatum: "I will forgive you if you side with me. At least agree to observe strict neutrality, or I shall burn down the entire temple!" The temple refused to submit and Nobunaga fearlessly set out to crush their resistance, permanently. In September of 1571, Nobunaga's men literally upheld his ultimatum, setting fire to not only the main hall but also to 500 other temple buildings, and beheading as many as 3,000 monks and nuns. This atrocity on Mt. Hiei shocked the nation.

Meanwhile, Takeda Shingen of Kai, who had been in communication with Honganji Temple, prepared to march on the capital. Nobunaga sent reinforcements to help ally Tokugawa Ieyasu defend his domains. When

Tokugawa clashed with Takeda Shingen's 2,500 man army, Tokugawa's army suffered a crushing defeat, forcing him to flee for his life to Hamamatsu Castle. To complicate matters, vassal Matsunaga Hisahide rose against Nobunaga, and the Ikko sect led uprisings. Although beleaguered, Nobunaga was not intimidated. On news that Takeda Shingen had overtaken the Noda Castle in Mikawa on his way to Kyoto, Nobunaga denounced Shogun Ashikaga Yoshiaki for his alleged role in the whole affair and laid siege to Nijo Castle, banishing Yoshiaki to Uji (south of Kyoto).

As luck would have it for Nobunaga, Takeda Shingen died enroute to Kyoto. Having dissipated his resources in an unending battle against Uesugi Kenshin, Takeda died just short of achieving his lifelong goal of unifying the nation under his banner.

With Takeda thus removed, Nobunaga attacked Ashikaga Yoshiaki in Uji. To end the siege, Yoshiaki offered his son Yoshihiro as hostage to Nobunaga and then sought asylum with the Mori clan on Shikoku island. Shikoku was far enough away to not pose any threat to Nobunaga. Although the displaced Shogun attempted to resist Nobunaga from Shikoku from time to time, the rule of the Ashikaga Shogunate ended with Yoshiaki's banishment in July of 1573.

The Demise of Asakura and Asai

By the time Ashikaga Yoshiaki was exiled to Shikoku, many of Daimyo Asai's field commanders and Samurai had defected to other clans. Their mass defection

has been attributed to a plot engineered by Nobunaga's general Hashiba Hideyoshi. Taking advantage of Asai's weakness, Nobunaga led his army to Omi to destroy the Asai and Asakura clans. Nobunaga's army attacked Asakura's base in August, 1573. Asakura's men were defeated. Unprepared for the attack, they held out as long as possible, then fled toward Echizen. The battle had been so severe that one of Asakura's own relatives chose to flee with the men. Faced with his clan's demise, Daimyo Asakura Yoshikage committed hara-kiri (suicide by disembowelment) in Echizen. The illustrious house of Asakura fell with his death.

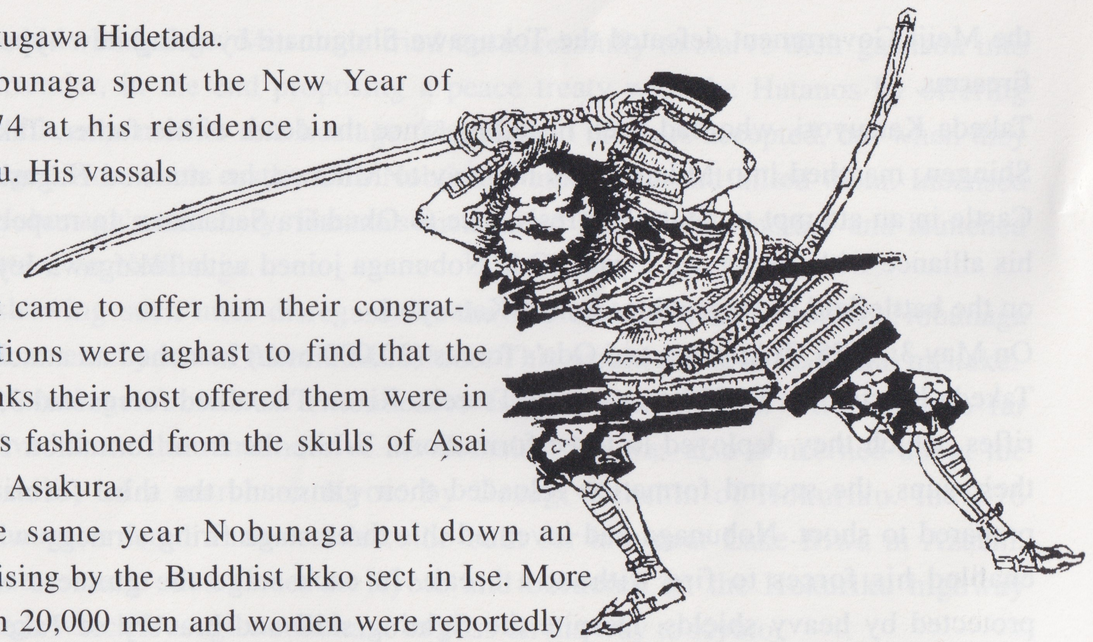
With the defeat of Asakura, Daimyo Asai Nagamasa lost hope for reinforcements. The allied forces of Nobunaga and Hideyoshi came down heavily on Asai's castle in Omi. Trapped and defeated, Asai Nagamasa committed hara-kiri at the age of 29. Asai's son, Manpuku-maru, was later killed by his uncle, Oda Nobunaga, in the famous Battle of Sekigahara.

Shortly before the fall of Asai's castle, Oichi and her three daughters to Asai (Nobunaga's nieces) Chacha, Hatsu and Ogo, were rescued. Oichi married Shibata Katsuie and went to live in Echizen. But when Hideyoshi destroyed the Shibata clan after Nobunaga's death, Oichi was killed in the burning castle along with her husband. The three daughters were rescued again and handed over to Hideyoshi.

Chacha became one of Toyotomi Hideyoshi's concubines; Hatsu married Kyogoku Takatsugu; Ogo was married to the second Tokugawa Shogun,

Tokugawa Hidetada.

Nobunaga spent the New Year of 1574 at his residence in Gifu. His vassals



that came to offer him their congratulations were aghast to find that the drinks their host offered them were in cups fashioned from the skulls of Asai and Asakura.

The same year Nobunaga put down an uprising by the Buddhist Ikko sect in Ise. More than 20,000 men and women were reportedly burned to death. This massacre ended the uprisings for good. Nobunaga had broken through one of the last barriers to his goal of conquering the entire country.

The Era of Firearms

Firearms played a key role in two events that sharply changed the course of history in Japan. During the Battle of Nagashino, Nobunaga overwhelmed his enemy by deftly using firearms. Also, towards the end of the Tokugawa Period,

the Meiji Government defeated the Tokugawa Shogunate by using new types of firearms.

Takeda Katsuyori, who had been in hiding since the death of his father, Takeda Shingen, marched into Mikawa. On his way to Mikawa, he attacked Nagashino Castle in an attempt to neutralize resistance to Okudaira Sadamasa. In respect of his alliance with Tokugawa Ieyasu, Oda Nobunaga joined with Tokugawa Ieyasu on the battlefield of Nagashino against Katsuyori.

On May 3, 1575, Tokugawa and Oda's forces (30,000 men) launched an attack on Takeda Katsuyori's 14,000 men across Tsureko River. The allied forces had 3,000 rifles, which they deployed in three formations. While the front formation fired their guns, the second formation reloaded their guns, and the third formation prepared to shoot. Nobunaga had invented this three stage firing strategy which enabled his forces to fire without a break. In each stage the gunners were protected by heavy shields. Despite the fighting skill and bravery of Takeda's calvary, they could not penetrate Nobunaga and Tokugawa's defense line and had to retreat. With 10,000 of his men dead, Takeda Katsuyori narrowly escaped to Kai with only six of his vassals. Takeda did not challenge Nobunaga again.

In the following months Nobunaga quelled uprisings by the Ikko sect in Echizen and Kaga and expanded his influence up to the Hokuriku district.

Nobunaga then ordered his vassal Akechi Mitsuhide to attack Tamba. Mitsuhide led an expeditionary force to attack Hatano Hideharu and his brother, local barons who ruled Tamba. The Hatano brothers took to Yakami Castle and

Mitsuhide laid siege. Mitsuhide tried unsuccessfully to starve their garrison into a surrender, in the end proposing a peace treaty with the Hatanos by offering them his own mother as a hostage. The Hatano brothers accepted, but when they emerged from their castle, Oda Nobunaga ambushed and killed them. Incensed by Nobunaga's treachery, Hatano's men killed Mitsuhide's mother and launched an attack on Nobunaga.

By showing such utter disregard for the life of Mitsuhide's mother, Nobunaga made an enemy out of Akechi Mitsuhide. This would prove to be a fatal mistake.

As Nobunaga's rule now extended to Ise, his residence in Gifu was too far removed from the remainder of his domains. He was also concerned about the possibility of a march on Kyoto by Uesugi Kenshin of Hokuriku. In 1576 Nobunaga ordered a new castle to be built for him near Lake Biwa in Azuchi. His new castle was closer to Kyoto and bordered on the Hokuriku highway through which Uesugi would have to pass on his way to Kyoto.

Conspiracy was rampant at this time. Uesugi Kenshin was plotting with the Honganji Temple in Ishiyama. The Mori clan in Shikoku promised the Honganji Temple that it would come to its aid in an emergency. Behind this promise was the scheming of displaced Shogun Ashikaga Yoshiaki.

Nobunaga now looked towards the western provinces of Japan. He directed his conquest at the Mori clan, a powerful force in the west. Defining the obstacles to be conquered, he determined that he had to establish control over the Inland Sea. There was no alternative but to eliminate the Honganji Temple of Ishiyama

which controlled the port of Osaka. The Mori clan knew that the demise of the Honganji Temple would expose their eastern borders to a direct attack from Nobunaga.

The Mori navy, whose firepower and fighting skills were widely feared, fiercely defended Honganji Temple. In 1576, one of Nobunaga's naval ships clashed with a Mori ship. The Mori ship was manned by pirates, who haunted the Inland Sea and took provisions to the Honganji Temple. Nobunaga's ship suffered a humiliating defeat in the encounter. Embittered, Nobunaga ordered his men to reinforce naval defense. Two years later, Mori's navy suffered a crushing defeat when it met with Nobunaga's improved, unsinkable "battleships" which were armored with iron hulls. The Honganji Temple.naval blockade was broken.

Nobunaga Eyes Western Japan

Meanwhile, Uesugi Kenshin in northeastern Japan took Fiefs Noto and Kaga. Nobunaga sent Shibata Katsuie on an expedition to stop Uesugi Kenshin, but the expedition was so ineffective that Uesugi scoffed at Nobunaga's men, "For all his growling, Nobunaga has no teeth." During this expedition, Nobunaga's commander Matsunaga Hisahide, laying siege on Honganji Temple, revolted against his Daimyo.

After cornering Matsunaga, who then took his own life with an explosive, Nobunaga set out to conquer Tamba and the Chugoku districts. Although Hashiba Hideyoshi, who had led an expeditionary force into Tamba, had captured

Mori's stronghold at Kozuki Castle, he had been unable to take Miki Castle with his dwindling forces.

Just then, good fortune came Nobunaga's way: his formidable enemy Uesugi Kenshin died of apoplexy, age 49. With his main rival in the northeast gone, Nobunaga was able to mount an all-out attack on the Mori clan in the west.

Foreseeing his motives, one of Nobunaga's trusted allies, Araki Murashige, the master of Itami Castle, turned against him and sided with the Honganji Temple and the Mori clan. Enraged by this betrayal, Nobunaga laid siege to Itami Castle. When the siege ended a year later, Nobunaga beheaded Araki, his wife, children and as many as 130 of his vassals. The atrocity led to a victory. Tired of bloodshed, Honganji Temple accepted a peace proposal from Nobunaga. The prolonged struggle between Nobunaga and the Buddhist temple came to an end.

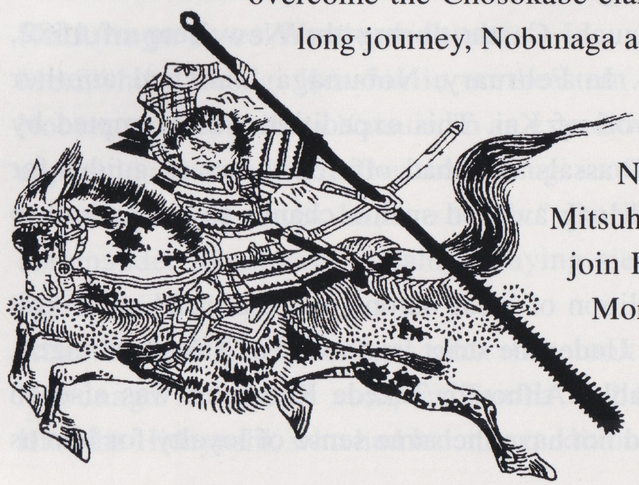
Peace reigned in Nobunaga's Azuchi Castle during the New Year of 1582, although only for a short time. In February, Nobunaga launched another expedition against Takeda Katsuyori of Kai. This expedition was prompted by the defection of two of Takeda's vassals who had offered to act as guides for Nobunaga's forces. Nobunaga had long awaited such a chance to put an end to the Takeda clan.

The Takeda clan was a loose coalition of local barons, not the usual close-knit group of master and loyal vassals. Under the strict leadership of Takeda Shingen, this coalition had proved formidable. Although Takeda Katsuyori was also an able military leader, his vassals did not have the same sense of loyalty for him as

they had held for his father. Attacked by Nobunaga's forces, the coalition soon fell apart. After their defeat in the Battle of Mount Temmoku, Takeda Katsuyori and his entire family committed suicide. The Takeda clan came to an end.
Grateful to Nobunaga for having destroyed the Takeda clan, his long-standing enemy, and for receiving Fief Suruga to govern, Tokugawa Ieyasu went to Azuchi Castle to convey his gratitude to Nobunaga.

June 2, 1582

On June 1, 1582, Nobunaga left Azuchi Castle to travel to Chugoku, where he would supervise the battle being waged by his general Hashiba Hideyoshi against the Mori clan. From there he intended to march on to Shikoku to overcome the Chosokabe clan's resistance. At the start of their long journey, Nobunaga and a few of his loyal men rested at Honnoji Temple in Kyoto to partake in tea ceremony.



Nobunaga's commander Akechi Mitsuhide was supposed to have left to join Hideyoshi's forces in attacking the Mori clan in Chugoku. But when his army was just outside of Kyoto, he assembled his men around him and shouted, "Men, my

enemy is in Honnoji Temple!" He commanded his men to attack his lord, Oda Nobunaga.
On the morning of June 2, 1582, Akechi Mitsuhide's troops stormed Honnoji Temple. Annoyed by the commotion, Nobunaga asked his page, "What's going on outside?" Learning that Akechi Mitsuhide was leading a revolt on the Temple, Nobunaga yelled, "What an outrage!" Unable to acknowledge defeat when so near to attaining his goal, Nobunaga fought valiantly with his spear. When the situation proved hopeless, the exhausted, Nobunaga moved into a room where he, along with his 19 year-old page, committed hara-kiri.
Many theories have been proposed as to the motives of Akechi Mitsuhide. Possibly he was avenging the murder of his mother, which Nobunaga had caused by killing the Hatano brothers. Others say he was embittered by his humiliating dismissal as Nobunaga's representative to Tokugawa Ieyasu; or perhaps he believed rumors that Nobunaga was planning to take Omi and Tamba from him. Mitsuhide may have even harbored secret desires to rule the country himself.
Whatever Akechi Mitsuhide's reasons, his revolt put an abrupt end to Nobunaga's grand designs of uniting the country under his rule. Taking his own life at age 49, Nobunaga fulfilled the prophecy of the verse of Noh he had often quoted: "A man's life is fifty years."

Epilogue

Oda Nobunaga died with his life-long ambition only half-realized. By the time of

his death, he had conquered 17 provinces and had 33 left to subjugate. To do this, he would have had to defeat Date in Oshu, the Uesugi clan in Hokuriku, the Hojos in Kanto, the Moris in Chugoku, Chosokabe in Shikoku and Shimazu in Kyushu- all of whom were formidable military powers. Hashiba Hideyoshi, who took the name Toyotomi Hideyoshi, cut his Chugoku expedition short to destroy Akechi Mitsuhide's forces in the Battle of Yamazaki. Hideyoshi acquired Nobunaga's domains and essentially united the country under his rule. Tokugawa Ieyasu then finished unifying the country after Toyotomi Hideyoshi's death, beginning three centuries of his family's rule, known as the Tokugawa period.

Now it's up to you. You have 38 provinces to conquer. Good luck !

4. TIME LINE

ODA NOBUNAGA AND THE UNIFICATION OF JAPAN

1534 Nobunaga is born in Nagoya Castle, Owari.
1537 Hashiba Hideyoshi is born (later to take the name Toyotomi Hideyoshi).
1542 Tokugawa Ieyasu is born.
1547 Nobunaga fights in his first battle.
1548 Nobunaga marries the daughter of Mino Daimyo Saito Dosan to form an alliance.

1551 Nobunaga becomes Daimyo upon his father's death.
1556 Mino Daimyo, Saito Dosan, dies.
1557 Nobunaga kills his brother Nobuyuki.
1559 Nobunaga defeats other brother and unifies Owari. He proceeds to Kyoto, Yamashiro to see Shogun Ashikaga Yoshiteru.
1560 Nobunaga launches a surprise attack and defeats Imagawa Yoshimoto's 25,000 man army. He then turns to conquer Mino.
1562 Nobunaga forms an alliance with Tokugawa Ieyasu.
1564 Nobunaga weds his sister, princess Oichi, to Asai Nagamasa of Omi.
1565 Nobunaga forms a marriage alliance with Takeda Shingen.
1567 Nobunaga conquers Mino.
1568 Nobunaga escorts Shogun Ashikaga Yoshiaki to Kyoto and gains control of the capital.
1570 Nobunaga and Tokugawa defeat Asai and Asakura.
1571 Nobunaga puts down an uprising of the Ikko sect, and sets fire to the Tendai Buddhist temples on Mt. Hiei in Kyoto. Thousands of monks are slaughtered.
1572 Takeda Shingen defeats Tokugawa Ieyasu.
1573 Shogun Ashikaga Yoshiaki rises against Nobunaga. Nobunaga banishes Yoshiaki and the Shogunate falls. Takeda Shingen dies of illness. Nobunaga crushes Asakura and Asai.
1574 Nobunaga forces the massacre of 20,000 Ikko Buddhist monks and their

followers, Ise.

1575 Nobunaga and Tokugawa forces use rifles to crush the forces of Takeda Katsuyori.

1576 Nobunaga launches a 5 year war with the Ishiyama Honganji Temple, Settsu.

1577 Nobunaga conquers Matsunaga Hisahide.

1578 Uesugi Kenshin dies of apoplexy.

1580 Ishiyama Honganji Temple, Settsu, surrenders to Nobunaga in the Battle of Ishiyama. Nobunaga sets fire to the temple.

1582 The Takeda clan is destroyed by Nobunaga's forces. Takeda Katsuyori commits suicide. Nobunaga sends a force led by Toyotomi Hideyoshi to southwestern Japan, but is attacked at Honnoji temple, Kyoto, by his own Field Commander, Akechi Mitsuhide, and upon defeat, dies by his own blade. Toyotomi Hideyoshi returns from southwestern Japan and kills Mitsuhide.

1583 Hideyoshi gains control over Nobunaga's domain.

1585 Hideyoshi conquers Etchuu then defeats Chosokabe on Shikoku island.

1587 Hideyoshi conquers Kyushu.

1590 Hideyoshi defeats Hojo Ujimasa of Odawara, gaining control of the entire Kanto district.

The country of Japan is unified.

VIII. USER SUPPORT

USER SUPPORT

If you have any questions regarding this product please contact our user support staff. The address is:

KOEI CORPORATION
1350 Bayshore Highway, Suite 540
Burlingame, CA 94010
Attn: User Support

Our phone number is (415) 348-0500. Please call between the hours of 9:00 A. M. and 4:45 P.M., Pacific Time, Monday through Friday.

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Nobunaga's Ambition II

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